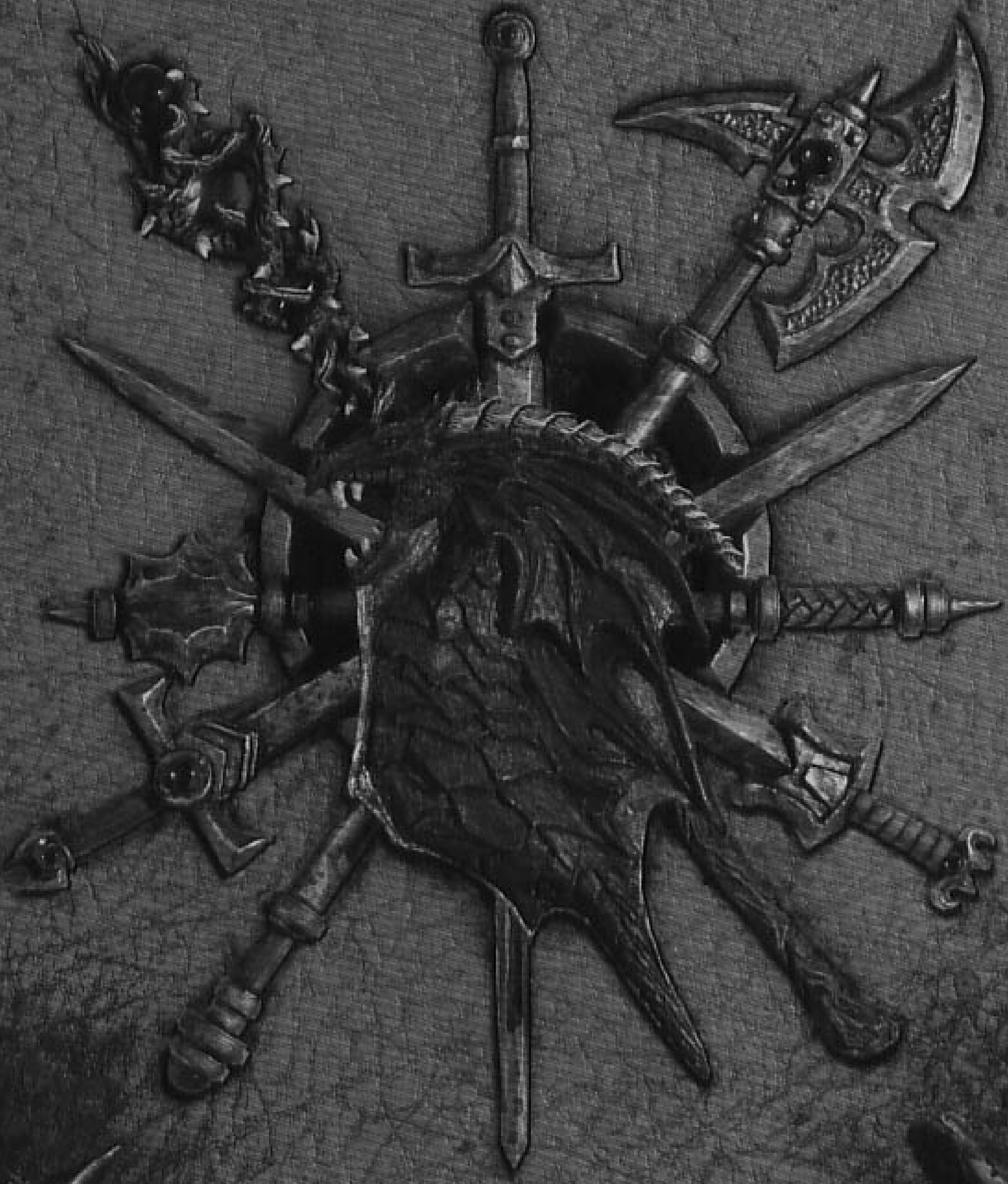
DUNGEONS & DRAGONS® Supplement

WEAPONS OF LEGACY™

Powerful Items for Your Character or Campaign



Bruce R. Cordell,
Kolja Raven Liquette, Travis Stout

Contents

- **Introduction** 4
  - More than Meets the Eye 4
    - What's Inside 4
    - What You Need to Play 4
- **Chapter 1: The Legacy** 5
  - What Is a Weapon of Legacy? 5
    - Why Use Items of Legacy? 6
  - Items of Legacy in Your Game 6
    - Introducing Legacy Items 6
    - Artifact or Legacy Item? 6
    - Designing Legacy Adventures 7
    - Wielding an Item of Legacy 9
    - Summary: Discovering a Legacy Weapon 9
  - Legacy against Legacy 11
    - A Legacy Defeated 11
    - Enhancing an Item of Legacy 11
- **Chapter 2: Heroes of Legacy** 13
  - Legacy Feats 13
    - Channel Legacy 13
    - Curative Legacy 14
    - Empower Legacy 14
    - Greater Legacy 14
    - Least Legacy 14
    - Legacy Focus 15
    - Lesser Legacy 15
    - Master Legacy 15
    - Quicken Legacy 15
    - Swift and Immediate Actions 15
    - Transfer Legacy 16
  - Spells of Legacy 16
    - Spell Lists 16
  - Legacy Psionic Powers 18
  - Prestige Class: Legacy Champion 19
- **Chapter 3: Items of Legacy** 23
  - Reading the Legacy Item Entries 23
    - Reading the Statistics Block 25
  - Legacy Item Descriptions 28
  - Bloodcrier's Hammer 29
    - New Feat: Monkey Grip 29
  - Bones of Li-Peng 33
  - Bow of the Black Archer 36
    - Shevarash, the Black Archer 38
  - Bright Evening Star 40
  - Bullybasher's Gauntlets 43
    - The Streetfighter and Bullybasher's Gauntlets 46
  - Caladbolg 47
  - Caput Mortuum 50
    - Alternative Progression for Caput Mortuum 51
  - Celdoriath's Clarion 53
  - Coral's Bite 57
    - Variant: Greater Legacy Abilities for Coral's Bite 58
  - Crimson Ruination 61
  - Desert Wind 64
  - Devious and Vicious 67
  - Divine Spark 72
  - Durindana 75
  - Dymondheart 78
  - Exordius 80
    - Amulet of Death's Calling 82
  - Fiendkiller's Flail 83
    - Variant: Greater Legacy Abilities for Fiendkiller's Flail 84
  - Flamecaster's Bolt 86
    - Flamecaster's Bolt in Faerûn 89
  - Flay 90
  - Frostburn's Wrath 93
  - Full Moon's Trick 96
    - Full Moon's Trick in Eberron 98
  - Ghostfolly's Gloves 99
  - Guurgal 103
  - Hammer of Witches 106
  - Infiltrator 109
  - Lorestealer 112
  - Mau-Jehe 114
    - Mau-Jehe as a Mind Blade 115
  - Merikel 117
  - Mindsplinter 120
  - Notched Spear 124
  - Planeshifter's Knife 126
  - Quickspur's Ally 129
    - How to Handle a Joust 132
  - Rod of Trimeg 133
  - Scales of Balance 136
  - Scarab of Aradros 139
    - The Scarab of Aradros in Eberron 140
  - Shishi-O 141
  - Simple Bow 144
    - Zen Archery 145
  - Skull Lash 147
  - Sling of the Dire Wind 150
    - Useful Feats for Sling Wielders 153
  - Staff of the Torrent Moons 154
    - The Twin Tides Monastery 156
  - Stalker's Bow 158
  - Steadfast 160
    - Halfling Outriders and Steadfast 161
  - Stormchaser's Cudgel 163
  - Thanifex 166
  - Treebrother 169
    - Treebrother in Eberron 172
    - Treebrother in Faerûn 172
  - Ur 173
    - Alternative Histories of Ur 175
  - Wargird's Armor 176
- **Chapter 4: Founding Legacies** 179
  - Founding Legacy Items 179
    - The Decision 180
    - The Founding Event 180
    - Summary: Founding Legacy Items 180
    - The Candidate Item 181
    - Designing Founding Rituals 181
    - Behind the Curtain: Legacy Item Founding Restrictions 181
    - General Legacy Ritual Examples 182
  - Assigning Legacy Abilities 183
    - Behind the Curtain: XP Costs for Founding Rituals 183
    - Omens 184
    - Legacy Abilities 184
  - Setting Costs 184
    - Sample Cost Progressions 184
    - Example Legacy Item Design 187
  - Legacy Ability Menus 188
    - Omen Menu 188
    - Ability Menu A (Least) 188
    - Ability Menu B (Least) 190
    - Ability Menu C (Least) 192
    - Ability Menu D (Lesser) 193
    - Ability Menu E (Lesser) 195
    - Ability Menu F (Lesser) 197
    - Ability Menu G (Greater) 199
    - Ability Menu H (Greater) 201
    - Ability Menu I (Greater) 203
- **Chapter 5: Optional Rules** 205
  - Alternatives to Knowledge (History) Checks 205
    - Other Knowledge Skills 205
    - Bardic Knowledge and Lore 205
    - Magical Divination 206
  - Mutable Legacy Items 206
    - Designing a Mutable Item 206
    - Using Variable Components 207
  - Dual Legacy Items 208
    - Designing a Dual Legacy Item 208
  - Sharing a Legacy 208
  - Monsters of Legacy 210
    - Ironheart, Servant of Fire 210
    - Livonia Darktongue 211
    - Shuluth 212
    - Vhuuksssh the Destroyer 214
    - Creating a Monster of Legacy 215
  - Standard Magic Items as Items of Legacy 216
    - Converting Standard Magic Items to Legacy Items 216
    - Sample Item Conversions 217
    - Legacy Holy Avenger 217
    - Legacy Staff of Power 217
  - Epic Legacies 218
    - Epic Legacy Rituals 219
    - Assigning Epic Legacy Abilities and Costs 219
    - Epic Legacy [Epic, Legacy] 219
    - Epic Legacy Ability Menus 220
    - Example Epic Legacy Weapon: Bloodcrier's Hammer 221

Introduction

The raging red eye wept hellfire tears.

Aedwar, called He of the Steely Heart, gazed into the heart of the inferno. The fiery portal returned the look—undaunted, uncaring.

Chanting fiends surrounded and bolstered the portal's appalling intrusion. Summoned by the Dire Cabal, the demons were immune to the threats of mortal steel and magic. With each syllable they repeated, the searing aperture yawned wider.

But Aedwar had something that the Dire Cabal had not reckoned on.

He of the Steely Heart flipped back his cloak, revealed in grip a dull black blade, scribed with runes of grim promise. Once a blade of storied guile and soul-swallowing repute, it was now a blade redeemed.

It was *Exordius*.

White light streamed from *Exordius*'s edges, and rays of brilliant clarity flooded from the jewel in its pommel. The demons flinched, and their chant faltered, but resumed a moment later. After all, what need had they to fear a mortal blade? While they maintained their rite, they were immune to the cuts and insults of all weapons, even those consecrated by the powers of good.

But the dull black blade had a legacy behind it, a convoluted story of loss and gain, transformation and redemption. *Exordius*'s powers were not confined to the merely mortal, or even the merely good.

Aedwar waded in, and as the slaughter began, the dull black blade began to glow as it drank in the lives of the foulest spirits of the Abyss.

Such is the power of a weapon of legacy.

MORE THAN MEETS THE EYE

Mythic history is replete with tales of singular weapons of legendary champions, magic staffs of remarkable heritage, and rings that grant powers undreamed by most mortals. Such wonders stand in ability as far above standard magic items as a magic item surpasses its mundane counterpart. A *ring of feather falling* is a handy thing to have, but few would not give it up for *Bright Evening Star*, whose radiance illuminates the darkness and sears its enemies. And who wouldn't trade a +1 *crossbow* for the chance to wield *Flamecaster's Bolt*, that storied weapon prized for its lethal sway over fire?

Finding these items of legacy, forged in the heat of momentous events and wielded by legendary heroes, is just the first step. Prospective wielders must also learn how to unlock their powers before using them to their fullest capacity.

WHAT'S INSIDE

Weapons of Legacy describes magic items that are more than what they seem, granting great power to those who can discover their nature.

The first chapters present the basic rules for items of legacy, as well as information for adding them to your campaign. They also detail a variety of options available to characters who wield legacy items, from feats to spells to a new prestige class.

The book then offers forty-nine fully detailed items of legacy, including swords, staffs, and wondrous items. Full histories of each item are included, along with rituals to unlock their mysterious powers and adventure seeds to introduce them to a campaign. Sections on tailoring the items to a Forgotten Realms or Eberron campaign are also provided in many cases.

DMs and players then learn how to create customized items of legacy as their characters and campaigns evolve, as well as explore a range of variants on the legacy item rules, such as mutable legacies, epic legacy items, and even monsters that embody legacy abilities.

WHAT YOU NEED TO PLAY

Weapons of Legacy is intended for use in any Dungeons & Dragons game. You will need the three D&D core rulebooks—*Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*. In addition, it includes references to material in the *Epic Level Handbook*, the *Expanded Psionics Handbook*, *Complete Adventurer*, *Complete Warrior*, and *Races of the Wild*, among other supplements. Although possession of any or all these supplements will enhance your enjoyment of this book, they are not strictly necessary.

Illus. by D. Kovacs

After thousands of years of epic history over an infinite and expanding stage of worlds and planes, certain stories still resound with mythical significance. Of those, tales of mighty weapons, relics of exceptional power, and artifacts of previous civilizations are especially potent. Who doesn't thrill to the tale of *Excalibur*, the sword that can be drawn from the stone only by one worthy to rule? All shudder to think on the soul-drinking blade *Stormbringer*, and the price that its wielder must pay. So, too, do we read in awe of the *One Ring*, with its ability to confer on the wearer powers so vast that only those of already exceptional ability can unlock the ring's potential.

These are weapons of legacy. Many are items crafted in a long-ago age when legends walked the mortal world. These mighty tools have since been lost, secreted away, or destroyed, so that now they are no longer within the reach of mortals.

Perhaps they are still among us, but unrecognized as the mighty relics once hailed throughout the lands.

The world also holds new heroes, who are creating new legends and forging new items of legacy in their telling.

WHAT IS A WEAPON OF LEGACY?

"Weapon of legacy" describes all the items created using the rules in this book, even those that wouldn't normally be described as weapons (such as rings or shields). Usually, this book uses the more general term "item of legacy" or "legacy item."

An item of legacy has the capacity to grow in power as its wielder advances in level. In addition, it confers increasingly powerful special abilities on its wielder. That character might carry and treasure the same item over her entire career as a hero (or villain). Why not? As her own talents and abilities progress, so too do those of the legacy item, assuming the wielder takes the time to learn its complete history and awaken its quiescent power with the appropriate rituals.

As a player character, you could discover or inherit an item of legacy. Initially, it might seem like nothing more than a standard magic item. Only when you learn something of its past do you begin to understand that this object has untapped potential. By uncovering the item's full history, you can discover the keys that unlock the item's full power.

You might even found your own item of legacy. After all, the player characters are the epic heroes of a campaign, from which arise myths, relics, and weapons of legend. By founding an item of legacy, you gain some degree of control over its abilities, although how you wield it is in the hands of fate (and the Dungeon Master). See Chapter 4: Founding Legacies for more about this option.

Every item of legacy is distinct from the next, and each has its own unique story. Unearthing that story (or creating it, when founding an item of legacy) allows you to gain the full benefits of the item. For example, the story of *Caladbolg,* which appears only when a great hero has need of it, contrasts sharply with that of *Stormchaser's Cudgel,* whose heritage involves the murder of the weapon's original owner, Suldan Kabrel the giant slayer.

No matter what items of legacy you eventually discover or create, using such items entails a steep personal cost. The specifics are different for each item, but the costs are always substantial. You must consider the consequences before taking up a legacy item.

For most characters, these costs are well worth paying.

WHY USE ITEMS OF LEGACY?

If you're a DM, items of legacy provide exciting rewards for players whose characters are willing to devote time and energy to learning about your campaign world. To unlock the powers of a legacy item, a player character must learn fabled legends of ancient history and complete rituals of mythic significance. Not only does this require the player to study the "backstory" of your world but also provides any number of ready-made adventure hooks for the campaign.

If you're a player, a legacy item presents a way of personalizing your character while simultaneously building up her might. By tying her development to one of the great tales of history, your character takes on heroic proportions. Who knows? She might even become more famous than the first owner of the legacy item, unlocking powers of even greater potential.

ITEMS OF LEGACY IN YOUR GAME

As a DM, you might hesitate to introduce these potentially powerful items into your campaign. In this section you will find helpful points, background information, and expanded rules to help you deal with the challenges of legacy items.

INTRODUCING LEGACY ITEMS

As with any new addition to your campaign, you must determine how items of legacy fit in. What role (if any) did they play in the history of the campaign world? Why haven't the player characters heard of them before now? Are there any active items of legacy in the world today? Most important, do the PCs—knowingly or unknowingly—possess any legacy items already?

ARTIFACT OR LEGACY ITEM?

At first blush, artifacts and legacy items look similar, and they do share many traits. However, they are distinct from each other and should remain separate entities.

Both are extremely powerful, and neither should be considered just another piece of equipment. But an artifact's power can be the hub upon which campaigns spin, while legacy items shake the world less—if only because their abilities are not free to all comers. Of course, the search to discover an item of legacy (or reforge a destroyed one) can still produce exciting and memorable storylines.

Artifacts are generally constructed in a distant age using spells and rites that are beyond the ken of present-day knowledge. They survive to this day, but the knowledge necessary to duplicate their creation does not. Their abilities are also always available to any would-be wielder, regardless of how much or little knowledge he has of the artifact's history, and do not require costly rituals to unlock.

Legacy items are not always lost wonders—even today, a new legacy might be founded. If one is located, only a dedicated researcher can discover and use its powers, and then only after undergoing one or more legacy rituals. Such items might be more plentiful than artifacts, but because of their hidden nature and forgotten lineage, their true numbers are unknown.

Revisionist History

Retroactively changing your campaign's history is the easiest way to incorporate legacy items into your game: They have always been a part of the world. Up to now, though, the PCs either hadn't encountered a legacy item, or they never realized that the undistinguished *+1 longsword* wielded by the fighter actually has a long and storied history.

Another way to accomplish this goal is to reintroduce formerly encountered NPCs and monsters. They reappear, wielding the same signature items or weapons—this time, these items are far more powerful in the foes' hands. For example, the half-orc assassin Terl tries once again to fulfill his contract on one of the PCs after having failed in an earlier attempt. Terl still wields his signature ebony-black bow, but this time around, it looses a shaft of utter darkness, death wrapped in a shadow. This bow is the same weapon, but Terl has unlocked an ability it once conferred upon a previous wielder. Alternatively, Terl was involved in some momentous event (one that the PCs perhaps have heard of) that allowed him to imbue his favorite weapon of assassination with legacy abilities. Either way, the PCs' ongoing interaction with Terl and his bow can be a vehicle for introducing legacy items to your campaign.

First Founding

Maybe your PCs haven't heard of legacy items before because they are among the first to found such mighty creations. The following are some possibilities for explaining why this is so.

- Your world is young. The PCs are its earliest heroes, who will form the basis of legends, and of legendary items, in future ages.
- An invasion, revolution, or other upheaval changes the world forever. The appearance of legacy items is just one of many momentous events at this time. The PCs themselves might be responsible for setting the change in motion (perhaps on concluding a great quest or fulfilling a long-term story arc), or they might have nothing to do with it but suddenly discover or found legacy items.
- Since legacy items are not easy to come by, a PC founds one instead. Founding a legacy requires a specific impetus. This could be sponsorship by an NPC with a different legacy item (to get the PC wielder on the right track), or completion of a grand quest (to discover the item or learn a piece of history necessary to perform a least ritual to unlock an existing item's legacy).

The first characters to wield items of legacy have new abilities to explore, but they must first figure out how to unlock those abilities. They have to research the history of their legacy items, or discover a trove of relevant information from a time when larger-than-life heroes walked the world wielding mythical weapons.

DESIGNING LEGACY ADVENTURES

Once you've decided to include legacy items in your campaign, you aren't required to make all adventures contain some seed of legacy influence from that point on. For the most part, you need not change your game style at all.

You don't even have to decide ahead of time if a particular magic item found in the course of adventuring is really a legacy item. Legacy abilities become available only after an item's wielder discovers its history and further performs a ritual to unlock them. Thus, you enjoy the luxury of deciding when to reveal the item (say, the fighter's magic battleaxe) as something more. For instance, you could have the party discover an old book containing an illustration of some important personage of yore carrying an identical-looking axe that blazes with power. Dropping this clue should make the fighter curious enough to try finding out more about his axe, possibly discovering that it once had great powers. Further clues garnered in the course of his investigation suggest that he could reawaken those powers with the proper ritual.

Discovering a Legacy Item

A blunt, if simplistic, assessment of the DUNGEONS & DRAGONS game is that it's "all about the stuff." Whatever other challenges it might offer or what skills the PCs must draw on to succeed, every adventure includes treasure. It's the all-important reward that coaxes every would-be adventurer from the docile life of the commoner to one of exploration and glory.

From time to time, an item of magical power is unearthed from an age-old tomb or pried from the bloody hand of a finally vanquished nemesis. These are climactic moments, and the adventurers distribute such items among themselves with excitement and wonder.

Yet in almost every case, that beloved item is eventually eclipsed by some greater need or more potent magic. The possession once so cherished becomes obsolete, to be passed on to a cohort or even sold to finance the purchase of even more powerful items.

What if that item, seemingly possessed of only minor power, was more than it seemed? What if it had a legendary history, a pageant of great deeds and wondrous abilities far outstripping anything it seems capable of now?

Legacy Items As Treasure

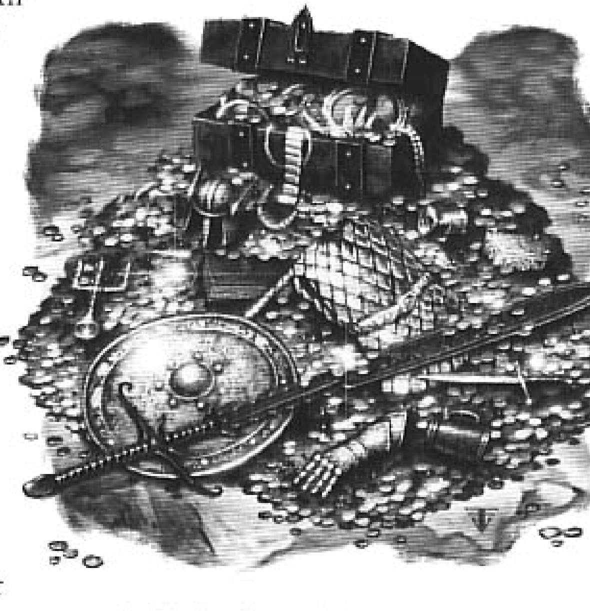
Because legacy items initially look like standard magic items, you're free to sometimes add one to the treasure normally gained for defeating a particular threat at a given Encounter Level. (Until its legacy powers have been unlocked, the item has no more apparent value than any other of its kind.) The party members may or may not discover the true lineage of the item, but if they do not, you can always introduce more legacy items in the guise of "ordinary" treasure later in the game.

The party might wrest an item of legacy from an NPC foe who wields it against them. Depending on whether it has unlocked any of the item's legacy abilities, that opponent can present a greater challenge than usual.

If the foe has not yet unlocked the item, treat it as a normal part of that foe's equipment. If it has completed one or more legacy rituals, do not reduce the value of its equipment, even though these rituals represent additional costs (this would be the equivalent of taking treasure away from the PCs). Instead, adjust the NPC's Challenge Rating based on the number of legacy abilities to which it has access. These increases do not stack.

Legacy Abilities Unlocked	CR Increase
Two or more least	+1
Two or more lesser	+2
Two or more greater	+3

Illus. by F. Vohwinkel



Anything has the potential to be a legacy item

History

If a magic item is found to possess a long and distinguished history, there is a good chance that it is an item of legacy. A partial record provides the historical thread that the item's new wielder must follow to figure out how to awaken it to full power.

A legacy item's history is an account of specific important events in its past that qualify it for legacy status. Spectacular defeats of horrific enemies, sudden reversals, and tragic losses: All play some part in the original empowerment of a legacy item. Before the latest owner can uncover and perform the rituals necessary to unlock its wondrous abilities, he or she must learn this history. In game terms, every item of legacy requires increasingly difficult Knowledge (history) checks to piece together the fragments of legend associated with it. (Alternative methods of researching a legacy are discussed on page 205.)

Legacy Rituals

Every legacy item's history contains a seed of opportunity that a new wielder can exploit. Through research, the wielder can learn what specific rites, procedures, or ceremonies are necessary to bond with the item.

With each ritual completed, a new range of legacy abilities become available. For instance, a wielder of *Stormchaser's Cudgel* (see page 163) who learns some of the enormous club's history can also learn the ritual of the Traceless Path. On completing the ritual and paying all associated costs, the wielder learns to use the weapon's dazing strike ability. In addition to any tasks required as part of the ritual, every legacy ritual has a substantial gold piece cost for materials (such as unguents, fine robes, or other expensive items) expended during its performance.

A legacy item has up to three rituals associated with it, each one tied to a yet-more-obscure piece of its past. An item of particularly great importance has a more extensive history, and thus more associated rituals, than one with less influence on history. As a wielder discovers each piece of an item's story, he or she learns each of its legacy rituals.

A legacy item's wielder who completes a given ritual immediately gains a bonus legacy feat: Least Legacy, Lesser Legacy, or Greater Legacy. For more information, see Legacy Feats on page 13. Each legacy feat is specific to the particular item whose connected ritual the wielder performs. For instance, if Aedwar completes the ritual of Sanctification of Darkness associated with his legacy weapon, *Exordius*, he gains the Least Legacy (*Exordius*) feat. From now on, he can use the weapon's least abilities (assuming he has attained a high enough level), but only when wielding *Exordius*. If he were to wield another item of legacy, the Least Legacy (*Exordius*) feat wouldn't allow him to use that item's least abilities—he'd first have to research the new weapon's history and perform its specific legacy rituals.

WIELDING AN ITEM OF LEGACY

After having completed at least one of the legacy rituals of your item, you are entitled to use the abilities of that item available to a character of your level.

That's right—you don't get them all at once. If you are 5th level and you have just earned the Least Legacy (*Bloodcrier's Hammer*) feat, you do not have access to abilities of the weapon keyed to characters of 6th level and higher. However, as soon as you attain another level in any class, bringing your character level to 6th, you can use the earthseeker ability of *Bloodcrier's Hammer* (see the weapon's description on page 29).

Unless otherwise specified, an item of legacy confers a given ability as long as you are wearing or carrying it on your person; some abilities, however, require that you wield, gesture with, or in some way actively use the item. Such abilities' descriptions state this specifically. Losing possession of the item immediately removes all legacy benefits.

SUMMARY: DISCOVERING A LEGACY WEAPON

1. Discover an interesting item.
2. Determine whether the item has a special history.
3. Research history and determine if it is an item of legacy.
4. Learn the legacy ritual to unlock the item's abilities.
5. Perform the ritual, pay required costs, and gain bonus legacy feat.

Personal Costs

In addition to performing a ritual and paying its gp cost, you must pay personal costs to use a legacy item's ability. All items of legacy exact substantial personal costs, which represent the item's tapping into your vital energy to unlock its full potential. You must make this sacrifice willingly to forge the bond between wielder and item.

Personal costs are permanent and can range from hit point loss to forfeiting spell slots. You must pay a personal cost immediately upon reaching the level at which it is assessed, after all other level-related adjustments. For example, if you are the wielder of *Bloodcrier's Hammer*, on reaching 6th level you immediately lose 4 hit points after determining your new hit point total. If you are unable to pay the cost (for example, because you do not have access to a required spell level), you do not gain that level's legacy ability or abilities until you can pay.

Unlike legacy abilities, personal costs are assessed permanently, whether or not you have the item in your possession. The only way to recover a personal cost is to destroy or renounce the legacy item (see below).

Renouncing a Legacy

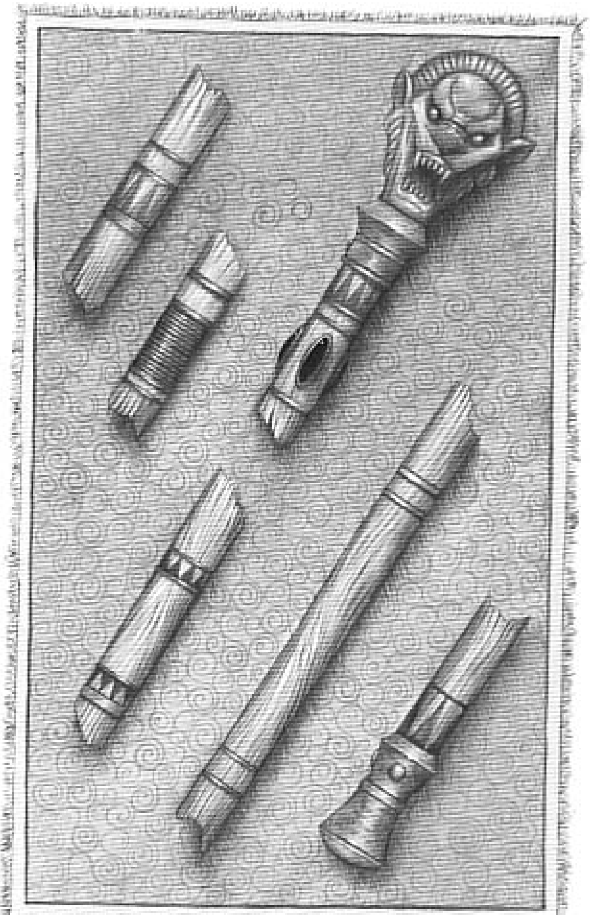
Perhaps the cost of wielding your legacy item is too high, or you have discovered a different item and no longer wish to wield the original one. If you wish, you can renounce your connection with a legacy item. This requires performing a 24-hour ritual that expends materials costing 1,000 gp. On concluding the ritual, you lose all bonus legacy feats (Least Legacy, Lesser Legacy, Greater Legacy) you had previously gained for that item. For you the item now has only its nonlegacy properties, and you lose all legacy abilities you previously had access to. You recover any personal costs you previously paid (such as lost hit points or penalties), but not any gp costs paid for legacy rituals. If you regain lost skill points, you must allocate them immediately. Treat this as if you were purchasing skill ranks for the last class in which you advanced a level.

Damaging Items of Legacy

Items of legacy are more resistant to damage than standard magic items, but they can be damaged and even destroyed. Even so, it's often possible to repair a broken legacy item (see Reforging Legacy Items, below).

As with any magic item, a legacy item doesn't need to make a saving throw unless it is unattended, it is specifically targeted by an effect, or its wielder rolls a natural 1 on a saving throw against a damaging effect. Legacy items always get a saving throw against spells that might deal damage to them—even attacks against which a nonmagical item would normally get no chance to save. Legacy items use the same saving throw bonus for all saves, no matter what the type (Fortitude, Reflex, or Will). A legacy item's saving throw bonus is +20.

Even if a legacy item is damaged (whether because of a failed save or through direct physical attack), it is tougher than a standard magic item of the same sort. A legacy item's hardness is increased by 10, and its hit points are 50 or the total from materials and enhancements, whichever is higher. For instance, a legacy longsword with a +5 enhancement bonus has hardness 30 (10 for steel, +10 for the weapon's enhancement, and +10 for being an item of legacy); its hit points total 55 (5 for the steel blade, +50 for the weapon's enhancement). A damaged legacy item continues to function, but once it is destroyed, its legacy abilities are lost. However, a destroyed legacy item always leaves a tangible remnant—the shards of a sword's blade, the metal-shod heels of a staff, and so on. Even a legacy item destroyed by a *disintegrate* spell leaves a remnant (this is an exception to the spell's printed effect).



The fragments of an item of legacy have the potential to be forged anew

Illus. by W. England

Legacy Item against Legacy Item: When a legacy item is used to attack another legacy item, it ignores the additional 10 hardness that the attacked item has by virtue of its legacy status. In other words, it treats the opposing item as a standard magic item of the same sort for the purpose of dealing damage, though both items retain their +20 bonus on saving throws.

Repairing Legacy Items: A legacy item that is damaged (but not destroyed) can be repaired using the Craft skill, or with the *make whole* spell, just as if it were a nonmagical item of the same sort. Destroyed legacy items must be reforged from their remnants, which requires much more effort (see below).

If a legacy item is destroyed, you lose your connection to it, just as if you had renounced the item. For you it has only its nonlegacy properties, and you lose all legacy abilities you previously had access to. You recover any personal costs you previously paid (such as lost hit points or penalties), but not any gp costs paid for legacy rituals.

Reforging Legacy Items

Though wondrously tough, sometimes legacy items are destroyed through physical damage or magical means. But, as noted above, they always leave behind remnants. Be they shards of a blade, a ring's gemstone, or a few plates of loose armor, those remnants retain a residue of power that links them to the original item. Characters with the proper skill and knowledge can attempt to reforge the item from its remnants. Such an undertaking is often associated with an important quest, a great need, or some other compelling, campaign-related impetus.

If scanned using *detect magic*, the remnants of a destroyed legacy item have a faint aura of no particular school. Obviously, the original wielder already knows what the remnants represent. Someone who doesn't realize their true nature could learn the remnants' history from clues found over the course of the campaign. This information is also available through the *legend lore* spell, as well as Knowledge (history) or bardic knowledge checks. The check DC is equal to that required to learn the item's least legacy ritual.

Once the remnants are recognized for what they are, a determined owner can attempt to restore the original legacy item from its fragments.

Reforging by Previous Wielder: If you are a previous wielder of a now-destroyed legacy item and wish to reforge it, you must repeat the highest legacy ritual (least, lesser, or greater) that you had previously completed for that item. You must again pay the gp cost of raw materials. Not more than one week before or after completing the ritual, you (or someone working on your behalf) must successfully repair the item as described above. Once the legacy item is reforged, it has the same connection to you as it did before it was destroyed; you regain lost legacy feats, and you immediately are again assessed any personal costs.

Reforging by New Wielder: If you discover the remnants of a legacy item and have identified them, you must make another Knowledge (history) check to learn the least legacy ritual associated with the item. Next, you must perform the least legacy ritual, paying all associated costs. Not more than one week before or after completing the ritual, you (or someone working on your behalf) must successfully repair the item as described above. Once the legacy item is reforged, you gain the Least Legacy feat associated with the item and have access to its least abilities, assuming you are of the requisite level and meet any other prerequisites.

Permanent Destruction

A legacy item is not easily destroyed, but if you are determined to erase it permanently, a method does exist. (An example is the great quest required to destroy the *One Ring*.) You must possess the item's remnants (which might require first destroying it). You then must perform the item's least legacy ritual, paying all associated costs, as though reforging it. However, at the end of this procedure, the remnants are permanently destroyed beyond recall.

LEGACY AGAINST LEGACY

It's the climax of the campaign. The hero and the archvillain face each other in mortal combat, and each wields an item of legacy. Special rules come into play during and after such momentous events.

A LEGACY DEFEATED

If you wield a legacy item and defeat the wielder of another legacy item in personal conflict, you gain an immediate "gift" from releasing some of that item's power. A flash of legacy power discharges from the defeated wielder's item and into your own.

You are considered to have defeated the opposing wielder if you kill or render that wielder unconscious through a direct use of your legacy item (a blow from a weapon, a blast from a staff, and so on). Destroying the other wielder's legacy item is not in itself sufficient.

Once you have defeated a legacy item wielder in this way, you can't fight and defeat that wielder to gain another gift until one full year has passed.

Legacy against Artifact: The wielder of a legacy item who defeats the wielder of an artifact gains the same flash of power that normally results from a legacy item defeating another legacy item. The reverse is also true.

Legacy Gifts

As soon as you defeat a legacy wielder, you gain your choice of one of the following gifts.

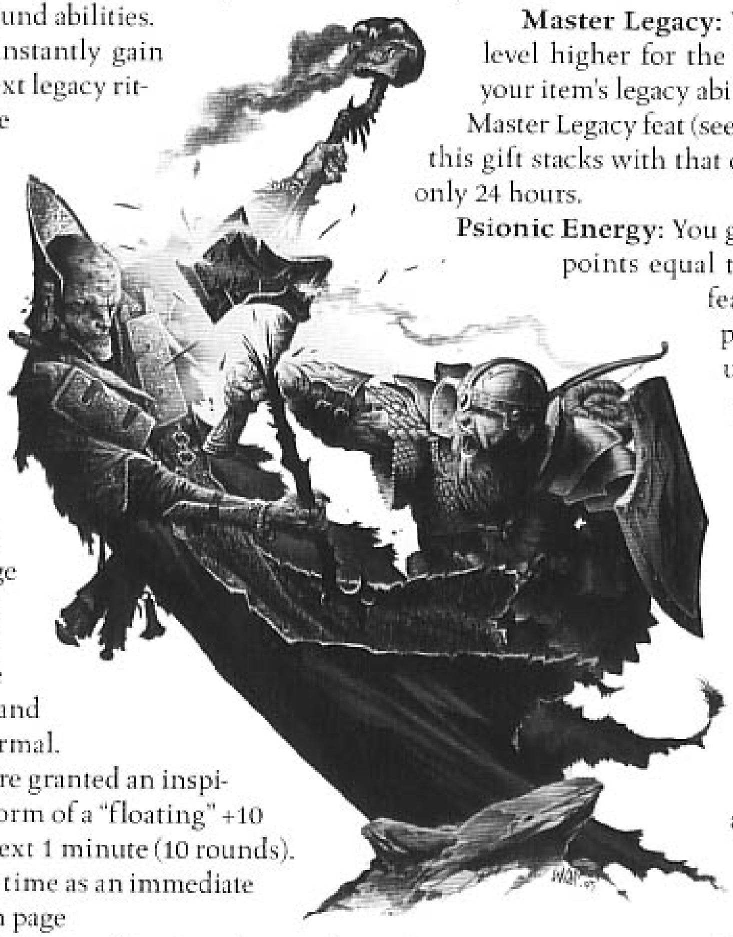
Discover New Legacy: You unlock a new tier of legacy abilities in your item. Effectively, you have

ENHANCING AN ITEM OF LEGACY

The power of a legacy item cannot be further enhanced using any regular process (such as magic or psionic item creation feats). However, spells or effects that temporarily alter a weapon (such as *greater magic weapon* or *keen edge*) work normally on weapons of legacy.

The only way to permanently change a legacy item's abilities is through a new founding. For instance, the dagger *Devious* (see page 67) offers only least abilities, and historical research reveals no further lineage that might unlock additional abilities. If you want to give this weapon further legacy powers, use the rules in Chapter 4: Founding Legacies to found your own legacy and further empower the item with lesser abilities of your own design. As you progress in power, you might later choose to imbue it with greater legacy abilities or even epic legacy abilities.

completed a founding event (see page 180) for the item. You must still design and perform the necessary legacy rituals and pay the associated costs if you wish to use these newfound abilities.



The winner of a contest between legacy items gains some of the defeated item's power

Illus. by W. Reynolds

Learn Legacy: You instantly gain the knowledge of the next legacy ritual required to continue unlocking your item's abilities, as if you had succeeded on the required Knowledge (history) check. In addition, when performing that ritual, you do not pay the gp cost of raw materials (although you must complete any other required tasks). After thirty days, the knowledge is lost; you must make the requisite Knowledge check and spend the normal gp cost to learn and perform the ritual as normal.

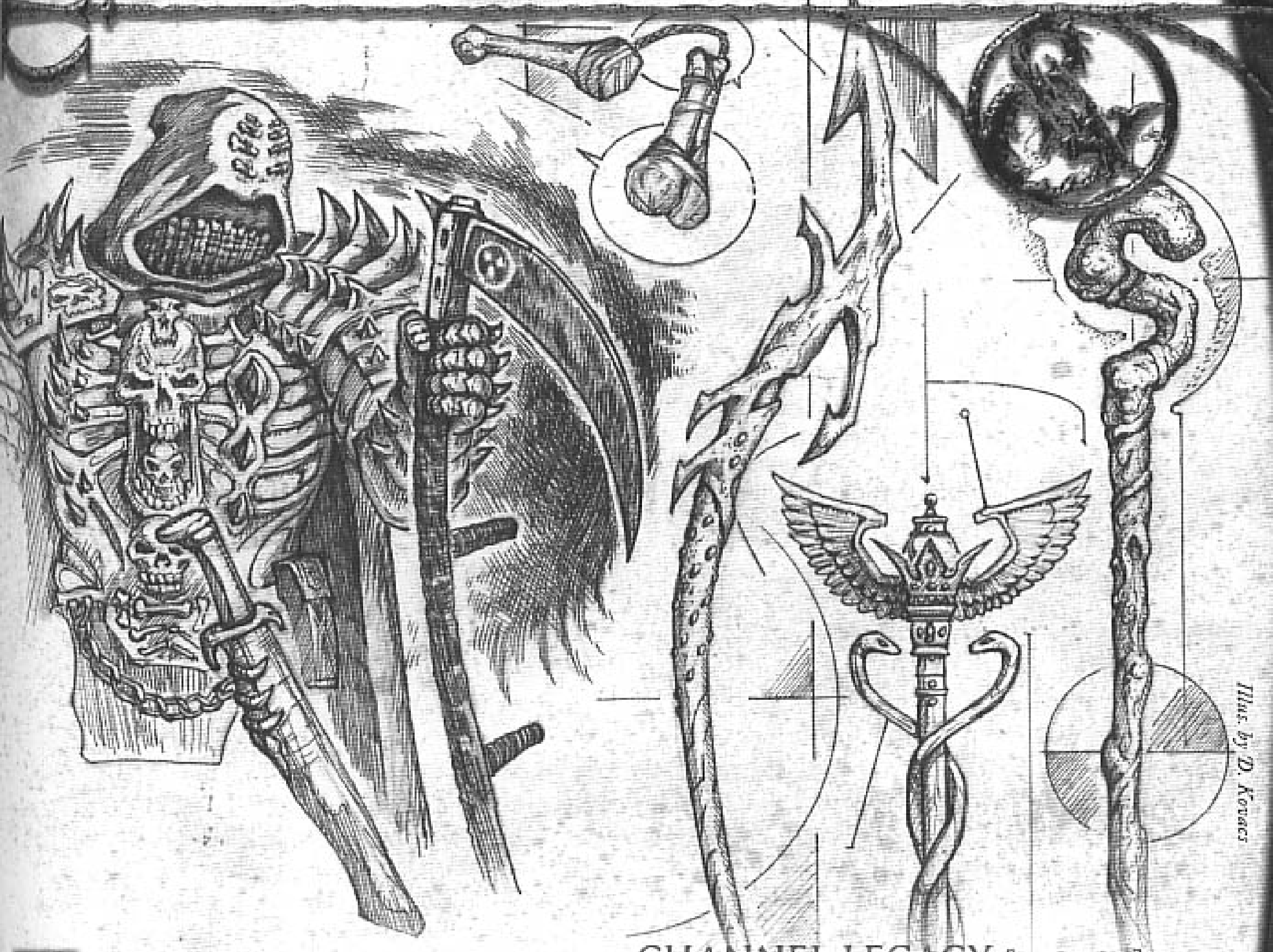
Legacy Bonus: You are granted an inspiration, which takes the form of a "floating" +10 bonus available for the next 1 minute (10 rounds). At any point during this time as an immediate action (see the sidebar on page 15), you can apply this bonus to a single attack roll, saving throw, skill or ability check, or caster level check.

Legacy Healing: You regain hit points equal to five times the character level of the defeated foe. You also recover all ability damage, whether temporary or permanent. You can't gain more hit points than your normal maximum.

Master Legacy: You are treated as one level higher for the purpose of accessing your item's legacy abilities, as if you had the Master Legacy feat (see page 15). The effect of this gift stacks with that of the feat but lasts for only 24 hours.

Psionic Energy: You gain temporary power points equal to the level of the defeated foe. These extra power points last until used or until 24 hours elapse, whichever occurs first.

Spell Energy: You recall one spell that you have cast during the past 24 hours. The spell must have been actually cast during that period. The recalled spell is stored in your mind as though prepared in the normal fashion. If the recalled spell requires material components, you must provide them. If you do not prepare spells to cast them, you instead regain one spell slot. The maximum level of spell restored is equal to half the character level of the defeated foe (maximum 9th).



Illus. by D. Kovacs

In a world of menace, where creatures of savage hunger stalk the vulnerable, and where ancient, evil gods encourage villainy and mayhem, the abilities of the heroic few are sorely tested. For aid, heroes can call upon potent spells, abilities honed by diligent training and experience, and cunning items of magical might.

But there is deeper and more ancient lore too.

This chapter provides additional resources for wielders (and founders) of items of legacy, including new feats, spells, psionic powers, and a legacy-themed prestige class.

LEGACY FEATS

Unlocking the legacy abilities of an item requires the related legacy feat (least, lesser, or greater). Other legacy-related feats allow you to further enhance the item's abilities.

In addition to the listed prerequisites, you must physically possess (carry, wear, or wield) your legacy item to benefit from any legacy feat.

The feat descriptions below use the same format presented in the *Player's Handbook*.

CHANNEL LEGACY [LEGACY]

You can call upon the hidden strength within your legacy item to empower yourself for a single spectacular effort.

Prerequisites: Least Legacy, legacy ability with a daily use limit.

Benefit: Choose one of your item's available legacy abilities with a daily use limit. As an immediate action (see the sidebar on page 15), you can expend all the daily uses of that ability to grant yourself a bonus on all attack rolls, saves, and checks. This bonus lasts until the start of your next turn and depends on the power of the legacy ability, as shown in the following table.

Legacy Ability Expended	Bonus
Least	+2
Lesser	+4
Greater	+6

All daily uses of the legacy ability are expended without their normal effect. You choose the ability when you use this feat.

Table 2–1: Legacy Feats

Feats	Prerequisites	Benefit
Least Legacy	Character level 5th, perform associated least legacy ritual	Gain access to item's least legacy abilities
Lesser Legacy	Least Legacy, character level 11th, perform associated lesser legacy ritual	Gain access to item's lesser legacy abilities
Greater Legacy	Least Legacy, Lesser Legacy, character level 17th, perform associated greater legacy ritual	Gain access to item's greater legacy abilities
Channel Legacy	Least Legacy, legacy ability	Expend legacy ability to gain bonus on attacks, saves, checks with daily use limit
Master Legacy	Channel Legacy, Least Legacy, Use Magic Device 4 ranks	+1 level for using legacy abilities
Curative Legacy	Least Legacy, legacy ability with daily use limit, ability to cast *cure light wounds*	Heal when activating legacy ability
Empower Legacy	Least Legacy, spell-like or command-activated legacy ability	Increase legacy ability's variable, numeric effects by 50%
Legacy Focus	Least Legacy	+1 bonus on save DCs against legacy abilities
Quicken Legacy	Least Legacy, spell-like or command-activated legacy ability	Trigger legacy ability as a swift action
Transfer Legacy	Least Legacy, legacy ability	Transfer ability from legacy item to another magic item with daily use limit

Special: You cannot use this feat to expend any legacy ability that does not have its full daily complement of uses remaining. For example, if a legacy ability is usable three times per day, all three daily uses must be available to use this feat.

CURATIVE LEGACY [LEGACY]

Your item's legacy ability is so linked with your aura that it restores your health each time it is activated.

Prerequisites: Least Legacy, legacy ability with a daily use limit, ability to cast *cure light wounds*.

Benefit: When you select this feat, choose one of your item's available legacy abilities with a daily use limit. Each time you activate the chosen ability, you regain hit points as though a *cure* spell were cast on you. You cannot gain more hit points than your full normal total. The amount of damage healed depends on the power of the ability, as shown in the following table.

Legacy Ability Activated	Hit Points Restored
Least	5
Lesser	10
Greater	25

Special: You can gain Curative Legacy multiple times. Its effects do not stack. Each time you take the feat, it applies to a new legacy ability.

EMPOWER LEGACY [LEGACY]

You can use one of your item's legacy abilities to greater effect.

Prerequisites: Least Legacy, spell-like or command-activated legacy ability.

Benefit: When you select this feat, choose one available spell-like legacy ability of a specific item, or one whose effect is triggered by a command word. Three times per day, you can choose to increase by one-half all variable, numeric effects of that ability (as the Empower Spell feat).

Special: You can gain Empower Legacy multiple times. Its effects do not stack. Each time you take the feat, it applies to a new legacy ability.

GREATER LEGACY [LEGACY]

You awaken the most powerful abilities of a specific item of legacy.

Prerequisites: Least Legacy, Lesser Legacy, character level 17th, learn and perform the associated greater legacy ritual of the chosen item.

Benefit: Choose one item of legacy (or candidate item, if you are founding a legacy). If you meet the other prerequisites for wielding that item, you can use any of the item's greater legacy abilities that are available to a character of your level.

LEAST LEGACY [LEGACY]

You awaken the basic abilities of a specific item of legacy.

Prerequisites: Character level 5th, learn and perform the associated least legacy ritual of the chosen item.

Benefit: Choose one item of legacy (or candidate item, if founding a legacy). If you meet the other prerequisites for wielding that item, you can use any of the item's least legacy abilities that are available to a character of your level.

LEGACY FOCUS [LEGACY]

Your item's legacy abilities are more potent than normal.

Prerequisite: Least Legacy.

Benefit: Add +1 to the Difficulty Class for all saving throws against your legacy item's abilities.

LESSER LEGACY [LEGACY]

You awaken more powerful abilities of a specific item of legacy.

Prerequisites: Least Legacy, character level 11th, learn and perform the associated lesser legacy ritual of the chosen item.

Benefit: Choose one item of legacy (or candidate item, if founding a legacy). If you meet the other prerequisites for wielding that item, you can use any of the item's lesser legacy abilities that are available to a character of your level.

MASTER LEGACY [LEGACY]

You temporarily gain access to legacy abilities beyond your normal reach.

Prerequisites: Channel Legacy, Least Legacy, Use Magic Device 4 ranks.

Benefit: Once per day as a free action, you can treat your character level as if it were one higher for determining which legacy abilities you can use. You do not pay any new personal costs associated with the increased level, but you cannot access any abilities for which you have not met the prerequisites. For example, a 10th-level character gains no benefit from this feat, since she has not yet gained the Lesser Legacy feat required to use legacy abilities of 11th level or higher.

This effect lasts for 1 hour or until you activate a legacy ability with a daily use limit, whichever comes first.

QUICKEN LEGACY [LEGACY]

You can activate one of your item's legacy abilities with a moment's thought.

Prerequisites: Least Legacy, spell-like or command-activated legacy ability.

Benefit: When you select this feat, choose one available spell-like legacy ability of a specific item, or one whose effect is triggered by a command word. Three times per day, you can trigger that power as a swift action, as the Quicken Spell feat (see the definition of swift actions in the sidebar below).

Special: You can gain Quicken Legacy multiple times. Its effects do not stack. Each time you take the feat, it applies to a new legacy ability.

SWIFT AND IMMEDIATE ACTIONS

The *Miniatures Handbook* introduced the concept of a new action type: the swift action. Likewise, the *Expanded Psionics Handbook* introduced another new action type: the immediate action. These two game concepts are not restricted to miniatures play or psionics and can be utilized in a regular D&D roleplaying game. Some of the feats, spells, or legacy abilities in *Weapons of Legacy* and future DUNGEONS & DRAGONS supplements use these concepts. A description of how they work follows.

Swift Action: A swift action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. You can perform one swift action per turn without affecting your ability to perform other actions. In that regard, a swift action is like a free action. However, you can perform only a single swift action per turn, regardless of what other actions you take. You can take a swift action any time you would normally be allowed to take a free action. Swift actions do not provoke attacks of opportunity.

Immediate Action: Much like a swift action, an immediate action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. However, unlike a swift action, an immediate action can be performed at any time—even if it's not your turn. Casting *feather fall* is an immediate action (instead of a free action, as stated in the spell description in the *Player's Handbook*), since the spell can be cast at any time.

Using an immediate action on your turn is the same as using a swift action, and counts as your swift action for that turn. You cannot use another immediate action or a swift action until after your next turn if you have used an immediate action when it is not currently your turn (effectively, using an immediate action before your turn is equivalent to using your swift action for the coming turn). You also cannot use an immediate action if you are flat-footed.

TRANSFER LEGACY [LEGACY]

You can temporarily transfer one of your legacy item's abilities to another magic item.

Prerequisites: Least Legacy, legacy ability with a daily use limit.

Benefit: Choose one of your item's available legacy abilities with a daily use limit. Once per day, you can transfer that ability from your legacy item to another magic item. This transfer requires you to touch the legacy item to the recipient magic item (a standard action).

For the next 24 hours, you cannot activate the transferred ability. However, the wielder of the recipient magic item can activate the transferred ability as the legacy item's wielder, for as many uses as remain in the day. The recipient wielder need not meet any prerequisites for activating or using the donor legacy item.

Special: You cannot transfer a legacy ability that does not have at least one daily use remaining. You choose the ability when you use this feat.

If you have the Lesser Legacy feat, you can use this ability two times per day. If you have the Greater Legacy feat, you can use this ability three times per day. Each time you do so, you must choose a different ability.

SPELLS OF LEGACY

Over the years, spellcasters have developed a few incantations to manipulate the abilities of legacy items. Some of these spells benefit an item's wielder, while others are preferred by the enemies of those individuals.

SPELL LISTS

Some of these spells are usable by classes other than those in the *Player's Handbook*. The hexblade is described in *Complete Warrior*. Spells granted to the shugenja (*Complete Divine*) fall into the "All" category for that class. The favored soul and spirit shaman (also from *Complete Divine*) can cast any spell available to clerics or to druids, respectively. Spells granted to the wu jen (*Complete Arcane*) do not belong to any elemental group.

NEW BARD SPELLS

3rd-Level Bard Spell

Revitalize Legacy, Least: Get extra use of chosen least legacy ability.

5th-Level Bard Spell

Revitalize Legacy, Lesser: Get extra use of chosen lesser legacy ability.

NEW CLERIC SPELLS

3rd-Level Cleric Spell

Revitalize Legacy, Least: Get extra use of chosen least legacy ability.

5th-Level Cleric Spell

Revitalize Legacy, Lesser: Get extra use of chosen lesser legacy ability.

9th-Level Cleric Spell

Revitalize Legacy, Greater: Get extra use of chosen greater legacy ability.

NEW DRUID SPELLS

3rd-Level Druid Spell

Revitalize Legacy, Least: Get extra use of chosen least legacy ability.

5th-Level Druid Spell

Revitalize Legacy, Lesser: Get extra use of chosen lesser legacy ability.

9th-Level Druid Spell

Revitalize Legacy, Greater: Get extra use of chosen greater legacy ability.

NEW HEXBLADE SPELL

4th-Level Hexblade Spell

Suppress Legacy: Target temporarily loses all legacy abilities of one item.

NEW PALADIN SPELL

3rd-Level Paladin Spell

Revitalize Legacy, Least: Get extra use of chosen least legacy ability.

NEW RANGER SPELL

3rd-Level Ranger Spell

Revitalize Legacy, Least: Get extra use of chosen least legacy ability.

NEW SHUGENJA SPELLS

3rd-Level Shugenja Spell

All **Revitalize Legacy, Least:** Get extra use of chosen least legacy ability.

5th-Level Shugenja Spell

All **Revitalize Legacy, Lesser:** Get extra use of chosen lesser legacy ability.

9th-Level Shugenja Spell

All **Revitalize Legacy, Greater:** Get extra use of chosen greater legacy ability.

NEW SORCERER/WIZARD SPELLS

3rd-Level Sorcerer/Wizard Spell

Trans **Revitalize Legacy, Least:** Get extra use of chosen least legacy ability.

5th-Level Sorcerer/Wizard Spells

Necro **Suppress Legacy:** Target temporarily loses all legacy abilities of one item.

Trans **Revitalize Legacy, Lesser:** Get extra use of chosen lesser legacy ability.

8th-Level Sorcerer/Wizard Spell

Necro **Sever Legacy:** Target permanently loses all legacy abilities.

9th-Level Sorcerer/Wizard Spell

Trans **Revitalize Legacy, Greater:** Get extra use of chosen greater legacy ability.

NEW WU JEN SPELLS

3rd-Level Wu Jen Spell

All **Revitalize Legacy, Least:** Get extra use of chosen least legacy ability.

5th-Level Wu Jen Spells

All **Revitalize Legacy, Lesser:** Get extra use of chosen lesser legacy ability.

Suppress Legacy: Target temporarily loses all legacy abilities of one item.

8th-Level Wu Jen Spell

All **Sever Legacy:** Target permanently loses all legacy abilities.

9th-Level Wu Jen Spell

All **Revitalize Legacy, Greater:** Get extra use of chosen greater legacy ability.

SPELLS

The spells herein are presented in alphabetical order (with the exception of those whose names begin with "greater," "least," or "lesser"; see Order of Presentation, page 181 of the *Player's Handbook*).

Revitalize Legacy, Greater

Transmutation

Level: Cleric 9, druid 9, shugenja 9, sorcerer/wizard 9, wu jen 9

This spell functions like *least revitalize legacy*, except that you regain one daily use of a chosen greater legacy ability.

Revitalize Legacy, Least

Transmutation

Level: Bard 3, cleric 3, druid 3, paladin 3, ranger 3, shugenja 3, sorcerer/wizard 3, wu jen 3

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Your legacy item; see text

Duration: 1 hour/level or until expended

Saving Throw: None

Power Resistance: No

Choose one of your legacy item's least legacy abilities with a daily use limit. You regain one daily use of the chosen ability. This use must be expended within the spell's duration, or it is lost.

If all daily uses of all least legacy abilities of the item are still available, this spell has no effect (that is, it can't increase the number of available daily uses above the normal maximum). No legacy item can be affected by this spell more than once in a 24-hour period.

Focus: Your legacy item, which you must be holding, wearing, or wielding.

Revitalize Legacy, Lesser

Transmutation

Level: Bard 5, cleric 5, druid 5, shugenja 5, sorcerer/wizard 5, wu jen 5

This spell functions like *least revitalize legacy*, except that you regain one daily use of a chosen lesser ability.

Sever Legacy

Necromancy
Level: Sorcerer/wizard 8, wu jen 8
Components: V, S
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Permanent
Saving Throw: Will negates
Spell Resistance: Yes

You permanently disrupt the bond between the target creature and its legacy item (or items). The target is treated as if it had not performed any of the legacy rituals for its item or items. It loses all of the following feats it has gained for all of its legacy items: Greater Legacy, Least Legacy, Lesser Legacy.

If the target's Hit Dice total exceeds your caster level, the target adds the difference as a bonus on its Will save to negate the effect. Any creature that successfully saves against this spell cannot be affected by it again for 24 hours.

The target does not regain any of the personal costs paid to gain access to legacy abilities. It can regain access to its item's legacy abilities by performing the requisite rituals again. In this case, it does not pay again any personal costs that it has already paid.

Other than by again performing the legacy rituals to regain lost feats, the effect of this spell can be negated only by *miracle* or *wish*.

Suppress Legacy

Necromancy
Level: Hexblade 4, sorcerer/wizard 5, wu jen 5
Components: V, S
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

You temporarily disrupt the bond between the target creature and a single legacy item it possesses. The target loses access to all legacy abilities granted by that item. For the duration of the spell, it cannot activate any of the item's legacy abilities, nor do any continuous effects of the legacy item grant any benefit to the target.

If the target has more than one legacy item, determine randomly which one is affected.

This effect cannot be dispelled, but it can be negat by *break enchantment*, *remove curse*, or any other eff that removes a curse.

LEGACY PSIONIC POWER

Just as spellcasters are able to manipulate the essen of a legacy item, so, too, are psionically aware creatur able to influence items of legacy through the powe of the mind.

For more about the presentation of psionic powe see Chapter 5 of the *Expanded Psionic Handbook*.

PSION/WILDER POWERS

3rd-Level Psion/Wilder Power

Revitalize Legacy, Psionic: Get extra use of chose legacy ability.

5th-Level Psion/Wilder Power

Suppress Legacy, Psionic: Target temporarily los all legacy abilities of one item.

8th-Level Psion/Wilder Power

Sever Legacy: Target permanently loses all legac abilities.

PSYCHIC WARRIOR POWERS

3rd-Level Psychic Warrior Power

Revitalize Legacy, Psionic: Get extra use of chose legacy ability.

POWERS

The powers herein are presented in alphabetical order.

Revitalize Legacy, Psionic

Metacreativity
Level: Psion/wilder 3, psychic warrior 3
Display: Visual, material
Manifesting Time: 1 standard action
Range: Touch
Target: Your legacy item; see text
Duration: 1 hour/level or until expended
Saving Throw: None
Power Resistance: No
Power Points: 5

As the *least revitalize legacy* spell (see above), except as noted here. To manifest this power, you must be holding, wearing, or wielding your legacy item.

Augment: You can augment this power in one of the following ways.

1. If you spend 4 additional power points (9 total), you regain one daily use of a chosen lesser ability.

2. If you spend 12 additional power points (17 total), you regain one daily use of a chosen greater ability.

Sever Legacy, Psionic

Telepathy
Level: Psion/wilder 8
Display: Mental
Manifesting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Permanent
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 15

As the *sever legacy* spell (see above), except as noted here.

Other than by again performing the legacy rituals to regain lost feats, this effect can be negated by *miracle, psychic chirurgery, reality revision,* or *wish.*

Augment: For every 2 additional power points you spend, this power's range increases by 5 feet and its save DC increases by 1.

Suppress Legacy, Psionic

Telepathy
Level: Psion/wilder 5
Display: Mental
Manifesting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 9

As the *suppress legacy* spell (see above), except as noted here.

Augment: For every 2 additional power points you spend, this power's range increases by 5 feet and its save DC increases by 1.

PRESTIGE CLASS: LEGACY CHAMPION

"In my hand, talismans of ancient manufacture have no secrets. Their primeval power is mine."
— *Marrush Scarhand*

As a legacy champion, you are so devoted to the history and chronicle of a particular item of legacy that you enjoy enhanced access to your item's legacy abilities. You can learn the needed rituals more quickly and use the item's abilities more often, and you can even customize the item's abilities to your own purpose. The story of a particular legacy item becomes central to your own identity, so much so that you might change part of your name, behavior, clothing, or other attributes to more closely reflect historical or visual aspects of your item.

BECOMING A LEGACY CHAMPION

To become a legacy champion, you must already possess an item of legacy, have unlocked its least abilities, and be on the cusp of unlocking its lesser abilities. No particular class is most associated with legacy champions—obsession can be visited upon anyone. Members of classes more inclined to study ancient texts, such as wizards, have a slight predilection for becoming legacy champions; however, reduced spellcasting ability keeps wizards from predominating.

LEGACY CHAMPION ENTRY REQUIREMENTS

Skill: Knowledge (history) 5 ranks.
Feat: Least Legacy*.
Special: Must possess a legacy item, character level 10th.
*New feat; see page 14.

CLASS FEATURES

As a legacy champion, you are focused on exploring to the fullest the potential of your legacy item. Your class features deal with getting needed information more quickly and exploiting it effectively. Your existing class abilities continue to advance at nearly their full rate, interrupted only by opportunities to unlock legacy abilities at greatly reduced cost.

Class Features: At each level except 1st and 7th, you gain class features and an increase in effective level as if you had also gained a level in a class to which you belonged before adding the prestige class level. The specific class features you gain include spells per day (and spells known, if applicable), improved chance of turning or destroying undead, metamagic or item creation feats, bonus feats, monk special abilities, sneak attack progressions, and so on, depending on the class. You do not, however, gain the benefit of your previous class's Hit Dice, attack progression, skill points, or saving throws. If you had more than one class before becoming a legacy champion, you must decide to which class to add each level for the purpose of determining class abilities.

Reduced Ritual Cost: After you've made a successful Knowledge (history) check to learn the lesser legacy ritual for your legacy item, you can perform that ritual and gain the Lesser Legacy feat as normal. However, you do not pay the ritual's associated gp cost. You must still perform all other aspects of the ritual and pay any personal costs required to unlock lesser abilities. If you have more than one legacy item, you must decide to which one this reduction applies.

On reaching 7th level, you can perform the greater legacy ritual for your item without paying the associated gp cost.

Bond of Lore (Ex): You add your class level as an insight bonus to Knowledge (history) checks made in relation to your legacy item.

Replace Legacy Ability (Ex): As your bond with your legacy item strengthens, you become capable of permanently changing the item's abilities to suit your needs. At 2nd level, you can replace any one least ability granted by your item with your choice of any least ability from Menu A in Chapter 4: Founding Legacies.

At 5th level, you can replace any one least or lesser ability with your choice of any least ability from Menu A or any lesser ability from Menu D, respectively.

At 10th level, you can replace any one least, lesser, or greater ability with your choice of any least ability from Menu A, any lesser ability from Menu D, or any greater ability from Menu G, respectively.

Extra Legacy Ability Use (Su): As your bond with your legacy item strengthens, you can draw on its abilities more often than normal. At 3rd level, choose one of your item's least abilities with a daily use limit. You can use that ability one extra time per day. Once you have chosen an ability, you cannot change it later.

At 6th level, you can also gain an extra daily use of one of your item's lesser abilities. At 9th level, you can also gain an extra daily use of one of your item's greater abilities. You can instead choose to gain an extra daily use of a lower ability (for example, choosing a second least ability instead of a lesser ability at 6th level), but you can't gain more than one extra daily use of a given ability.

If your item has no legacy abilities with a daily use limit, you gain no benefit from this class feature. If you later gain access to an eligible legacy ability, you can immediately choose that ability for an extra daily use.

Bonus Legacy Feat: At 4th and 8th level, you gain a bonus feat related to your legacy item, which can be selected from any of the legacy feats in this chapter for which you meet the prerequisites.

PLAYING A LEGACY CHAMPION

You hold a deep reverence for the historical significance of your legacy item. You know that many useful and valid lessons lie in the story of its founding and the events that surround its passage down the ages to your current stewardship. The pageant of its history contains myriad stories that, if properly interpreted, remain as relevant today as the day the item was founded.

The history of the legacy item is more than a litany of craving for power, of bloodlust, violence, destruction,

Table 2–1: The Legacy Champion Hit Die: d8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Class Features
1st	+0	+0	+0	+2	Reduced ritual cost (lesser), bond of lore	—
2nd	+1	+0	+0	+3	Replace legacy ability (least)	+1 level of existing class features
3rd	+2	+1	+1	+3	Extra legacy ability use (least)	+1 level of existing class features
4th	+3	+1	+1	+4	Bonus legacy feat	+1 level of existing class features
5th	+3	+1	+1	+4	Replace legacy ability (lesser)	+1 level of existing class features
6th	+4	+2	+2	+5	Extra legacy ability use (lesser)	+1 level of existing class features
7th	+5	+2	+2	+5	Reduced ritual cost (greater)	—
8th	+6	+2	+2	+6	Bonus legacy feat	+1 level of existing class features
9th	+6	+3	+3	+6	Extra legacy ability use (greater)	+1 level of existing class features
10th	+7	+3	+3	+7	Replace legacy ability (greater)	+1 level of existing class features

Class Skills (4 + Int modifier per level): Concentration, Decipher Script, Gather Information, Knowledge (history), Use Magic Device, plus existing class skills from all your classes.

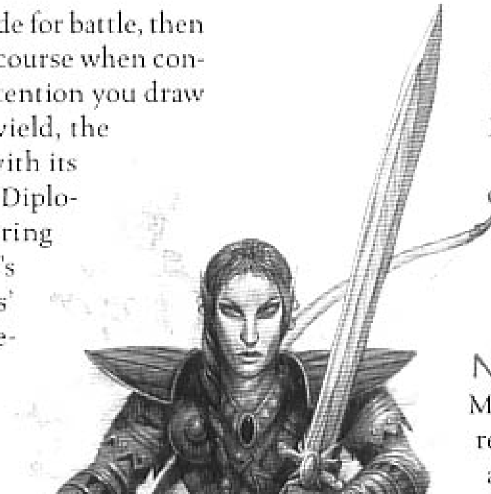
and war—you are part of that history, even as it unfolds. In your hands, the item continues its great journey through the ages, becoming a part of events yet to take shape. In some distant future, it might be your name that is repeated in awe when some lucky person finds the legacy item and learns something of its past.

Combat

If your legacy item is primarily made for battle, then obviously it is your first and last recourse when conflict beckons. In fact, the more attention you draw to yourself and the wonder you wield, the more you might intimidate foes with its unparalleled potency. Use Bluff, Diplomacy, or Intimidate before or during combat while reciting your item's pedigree to shake your enemies' confidence in their ability to defeat you.

Advancement

Your advancement as a legacy champion can vary widely, depending on your original class. Because you continue to have limited access to some of that class's abilities, your best strategy is to customize your item's legacy abilities to your original class. For instance, if you were originally a fighter, your legacy item is probably a weapon. A reasonable advancement plan is continuing to choose bonus fighter feats that enhance your prowess with that weapon; in addition, you can customize the weapon's legacy abilities to work better with your existing talents.



A legacy champion forms an exceptionally strong bond with her legacy item

Illus. by W. England

Resources

Since this prestige class depends on possessing an item of legacy, your first resource is obvious. Beyond that, you need to continue your research into the specific details needed to unlock your item's history. In this regard, your singular knowledge of obscure history can get you ready access to many libraries. Likewise, the reputation of your learning is sufficient to grant you audiences with sages who might be able to provide additional information in return for your own expertise.

LEGACY CHAMPIONS IN THE WORLD

Characters particularly proficient with legacy items are a rare breed, especially since legacy items are not nearly as common as standard magical items.

Organization

Legacy champions have no particular or overarching organizations. Each is unique, and other than an all-consuming desire to learn as much as possible about his legacy item, each legacy champion has little in common with any other.

NPC Reactions

Most people generally do not recognize a legacy champion as anything more than someone with a particularly powerful magic item. If he further advertises his item's pedigree, NPCs might be impressed or afraid, but no more so than with any other character displaying an impressive weapon or staff.

Those NPCs who understand the concept of legacy items are likely to be impressed by the legacy champion's possession, whether or not they understand that he has more fully tapped into its power than most could ever hope for. Their reaction might be mere admiration, but often this is mixed with envy and greed. As with any wielder of potent magic, a legacy champion must be vigilant against those who want only to take the legacy item for themselves (for all the good it would do them).

LEGACY CHAMPION LORE

Characters with Knowledge (history), Knowledge (local), or Gather Information can research legacy champions to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Some magic items possess hidden powers that are difficult, if impossible, to wake.

DC 15: Some magic items of epic pedigree, called items of legacy, can be wakened to greater power if enough of their history is researched and understood.

DC 20: Among the wielders of legacy items are those who more fully tap into their items' powers. These are called "legacy champions."

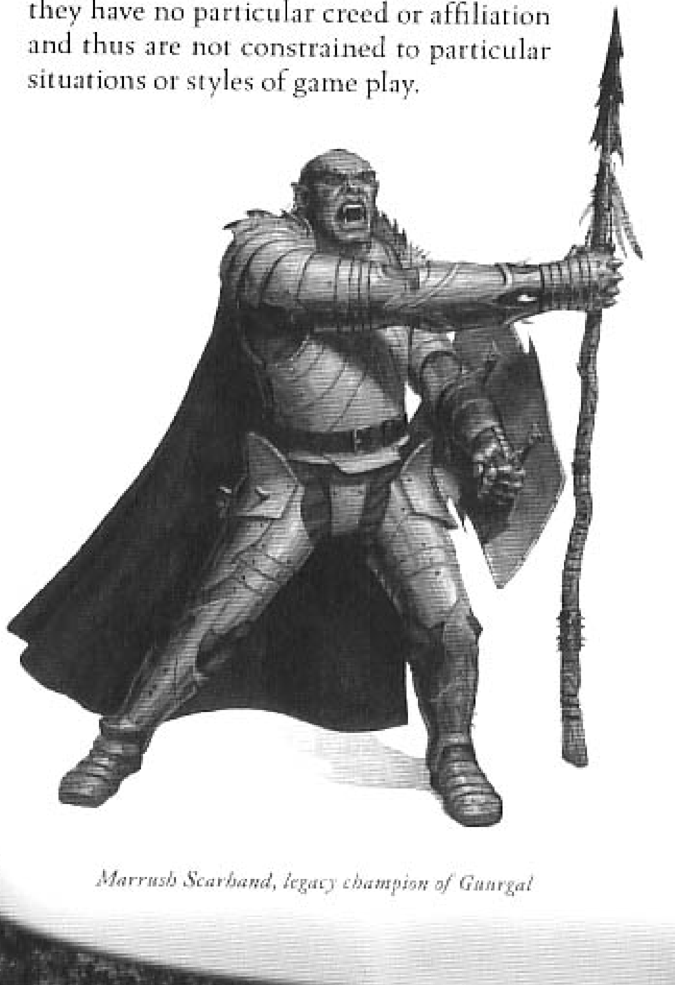
DC 30: Legacy champions do not have to pay the enormous costs associated with awakening a legacy item to its full potency. Moreover, they gain access to their items' abilities more quickly and can use them more often.

Establishing contact with a legacy champion is difficult. Characters trying to do so should make a DC 25 Gather Information check to find a library or sage, through which a meeting can be arranged, or a DC 30 Gather Information check to track the legacy champion down directly. If a PC possesses a legacy item or has information about a legacy item, the check has a +2 circumstance bonus.

Illus. by S. Belledin

LEGACY CHAMPIONS IN THE GAME

Legacy champions can show up anywhere—they have no particular creed or affiliation and thus are not constrained to particular situations or styles of game play.



Marrush Scarhand, legacy champion of Guurgal

Encounters

Although legacy champions could show up in any situation, they are uncommon, and NPC legacy champions should be rarely encountered. When such a meeting happens, it is memorable.

EL 15: Marrush Scarhand wields the mighty spear *Guurgal* (see page 103). He believes that by discovering the weapon, he is destined to be leader of the Great Horde, an army of orcs that will wash over the civilized peoples of the world.

Marrush is typically accompanied by a 10th-level half-orc barbarian and 1d4 5th-level half-orc barbarians (use the statistics on page 112 of the *Dungeon Master's Guide*).

MARRUSH SCARHAND, LEGACY CHAMPION OF GUURGAL — CR 13

Male half-orc fighter 10/legacy champion 3
CE Medium humanoid (orc)
Init +5
Senses darkvision 60 ft., Listen −1, Spot −1
Languages Common, Orc

AC 27, touch 12, flat-footed 26
hp 93 (13 HD)
Resist 25% chance ignore critical hits
Fort +12, **Ref** +5, **Will** +7

Speed 20 ft. (4 squares)
Melee *Guurgal* +20/+15/+10 (1d8+8/19–20/×3)
Base Atk +12; **Grp** +18
Atk Options bloodlust, Power Attack
Spell-Like Abilities *mirror image* 2/day (CL 5th)

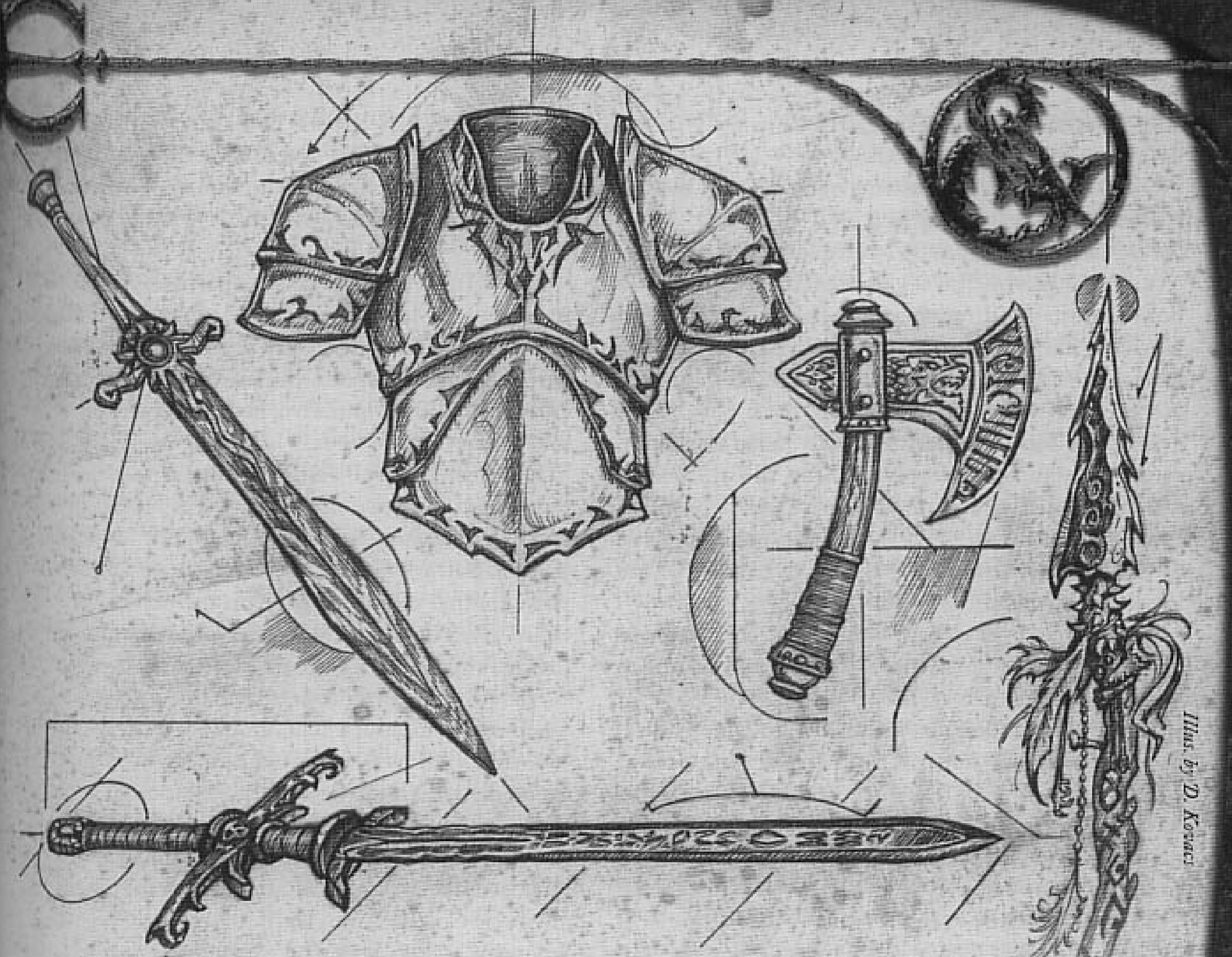
Abilities Str 22, Dex 13, Con 14, Int 8, Wis 8, Cha 10
SQ incite horde
Feats Blind-Fight^{B}, Cleave^{B}, Dodge^{B}, Greater Weapon Focus (spear)^{B}, Improved Critical (spear)^{B}, Improved Initiative, Iron Will, Least Legacy (*Guurgal*)^{B}, Lesser Legacy (*Guurgal*)^{B}, Power Attack, Skill Focus (Knowledge [history]), Weapon Focus (spear), Weapon Specialization (spear)^{B}
Skills Diplomacy +0 (+5 with orcs), Intimidate +6 (+11 with orcs), Knowledge (history) +13 (+16 regarding *Guurgal*);
Possessions *+2 full plate armor of light fortification, +3 heavy steel shield, Guurgal, gauntlets of ogre power +2, cloak of resistance +2, ring of protection +1*

Bloodlust (Su) Whenever Marrush hits and deals damage to an opponent, he gains a +1 morale bonus on his next attack against that opponent. The next attack must occur within 1 round, or the bonus is lost. The bonus is cumulative, to a maximum of +5.

Incite Horde (Su) *Guurgal* grants a +1 morale bonus on attack rolls and saving throws against fear to all orcs within 30 feet (not including Marrush).

ITEMS OF LEGACY

CHAPTER THREE



Illus. by D. Kovacs

This chapter presents forty-nine legacy items, complete with descriptions, histories, rituals, adventure seeds, and legacy abilities. These objects cover a wide range of utility, from traditional instruments of war to finely honed tools of stealth. Each one is ready to be included in a campaign with only a small amount of work.

READING THE LEGACY ITEM ENTRIES

Refer to this section if you have questions about a legacy item's presentation.

Name and Description: The name of the legacy item is followed by a description of the item's appearance and easily observed abilities. Unless you succeed on the DC 15 Knowledge (history) check concerning the item, its name isn't automatically evident.

Nonlegacy Game Statistics: This entry contains information that can be gleaned by inspection and with an *identify* spell. The cost listed here is for a normal magic item of the legacy item's kind, its true status remaining unknown. Legacy items are priceless.

History: Every legacy item has a history, which is often obscured by a gulf of time. Knowing a piece of an item's past requires a Knowledge (history) check, with higher and higher DCs to learn more and more esoteric or pertinent facts. These checks do not have to be made by the prospective wielder of the item. The information gained by the checks must be accurately communicated to that person, however, because making the relevant Knowledge (history) check also uncovers the ritual associated with part of the item's legacy. The skill check DC and the ritual gleaned from a successful check appear parenthetically at the end of each relevant paragraph in an item's history.

Additional methods of researching a legacy item's history are discussed in Alternatives to Knowledge (history) Checks, page 205.

Legacy Rituals: Every legacy item has at least one ritual associated with it—a task that must be successfully completed in order to unlock a range of abilities for your use. A legacy item can have least, lesser, and greater rituals, which grant you access to least, lesser, and greater abilities, respectively, but only if you complete the required ritual.

Cost: A legacy ritual has an associated cost in gold pieces, which is listed here.

Feat Granted: Successful completion of a legacy ritual grants you the legacy feat listed here as a bonus feat, assuming you meet its prerequisites. If you don't have all the prerequisites, you still gain the feat but cannot benefit from it until the prerequisites are met.

Wielder Requirements: Legacy items have more requirements than simply gaining the associated legacy feats. Such requirements are listed here, much like the prerequisites for entering a prestige class. These requirements do not affect your ability to use the nonlegacy abilities of the item.

Item Table: Every legacy item is described in terms of a table that lays out conferred abilities according to the following information.

Wielder Level: You must possess this character level to gain the legacy item abilities in the same row of the table, assuming you meet any other requirements. Since a character below 5th level cannot gain access to legacy abilities, each table starts with that level.

Personal Costs: All legacy items exact some sort of personal costs. These costs apply once you gain access to the legacy abilities of that level, and they apply whether or not you are actively wielding the item of legacy. If you renounce your legacy (see page 9), these costs are negated. Specific types of personal costs are explained here.

Attack Penalty: This is a permanent penalty on all your attack rolls. Multiple values in the same column are not cumulative, instead representing the total penalty applied.

Skill Check Penalty: This is a permanent penalty on all your skill checks. Multiple values in the same column are not cumulative, instead representing the total penalty applied.

Save Penalty: This is a permanent penalty on your saving throws. Unless the column's header notes a specific save, the penalty applies on all saves (Fortitude, Reflex, and Will). Multiple values in the same column are not cumulative, instead representing the total penalty applied.

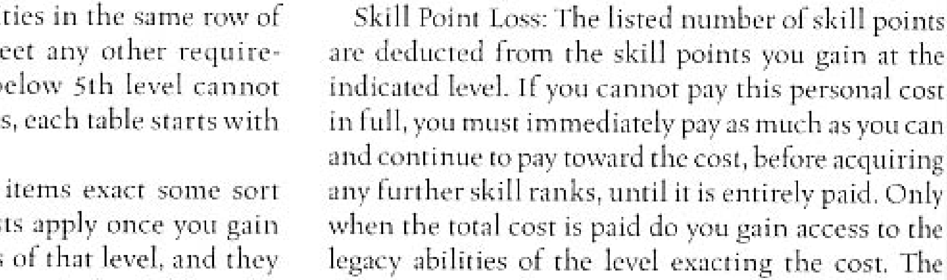
Caster Level Penalty: This is a permanent reduction in your caster level for all spells. It has no bearing on the spells you can cast, only on the level-dependent variables of those spells. Multiple values in the same column are not cumulative, instead representing the total reduction applied.

Manifester Level Penalty: This is a permanent reduction in your manifester level for all psionic powers. It affects all level-dependent variables of psionic powers, as well as the maximum number of power points you can expend on any one power. Multiple values in the same column are not cumulative, instead representing the total reduction applied.

Hit Point Loss: You permanently lose the listed number of hit points. The values are cumulative.

Skill Point Loss: The listed number of skill points are deducted from the skill points you gain at the indicated level. If you cannot pay this personal cost in full, you must immediately pay as much as you can and continue to pay toward the cost, before acquiring any further skill ranks, until it is entirely paid. Only when the total cost is paid do you gain access to the legacy abilities of the level exacting the cost. The values are cumulative.

Spell Slot Loss: You lose the listed spell slot (or slots) from your daily number of spells. These entries are not cumulative; each entry on this column replaces all previous entries.



Research is necessary to trace a suspected legacy item's place in history

Illus. by F. Vohwinkel

Power Point Loss: You deduct the listed number of power points from your daily pool. The values are cumulative.

Abilities: If all the requirements are met, including character level, ritual completion, and personal costs, the legacy item confers the indicated ability or abilities upon you.

Legacy Item Abilities: The abilities conferred by a legacy item are explained here. In general, using legacy items' abilities requires you to at least carry the item on your person. This default rule has some exceptions, which are clarified in the specific entries to which they apply.

Unless otherwise noted, activating a legacy ability is a standard action that does not provoke attacks of opportunity. The save DC for any legacy ability is equal to 10 + the level of the spell or effect + the ability modifier of the minimum ability score needed to cast that level of spell, just as normal for magic items (see page 214 of the *Dungeon Master's Guide*). You can substitute your Charisma modifier for the ability modifier used by the item, if the save DC result would be higher.

Adventure Seed: An encounter is provided, usually involving discovery of the legacy item.

READING THE STATISTICS BLOCK

The new statistics block format is divided into four main sections, which are separated by horizontal lines. Each section serves a specific purpose, so you will need to reference different sections at different times during an encounter. The sections are as follows, from top to bottom.

Identification and Encounter

The top section identifies the creature and gives the information you need at the start of an encounter.

Name: This word or phrase identifies the creature. Sometimes a number is given with the name to indicate how many creatures appear in the encounter.

CR: This value is the Challenge Rating of an individual creature of this kind.

Race, Class, and Level: This information is provided only for characters with class levels.

Alignment: The one- or two-letter abbreviation that appears here denotes the creature's alignment.

Size and Type: The creature's size category and its type (and subtype or subtypes, if applicable) are given here.

Init: This value is the creature's modifier on initiative checks.

Senses: The Senses entry indicates whether the creature has darkvision, low-light vision, scent, tremorsense, blindsense, blindsight, or some other sensory special quality. This information is followed by the creature's modifiers on Listen and Spot checks (even if the creature has no ranks in those skills).

Aura: Occasionally, a creature has a special ability that takes effect anytime another creature comes within a certain distance of it. Such abilities, such as a blackguard's aura of despair or a devil's fear aura, are detailed here.

Languages: This entry gives the languages the creature speaks or understands, as well as any special abilities relating to communication (such as telepathy or *tongues*) that it possesses.

Defensive Information

This section provides the information you need when characters are attacking the creature.

AC: This entry gives the creature's Armor Class against most regular attacks, followed by its AC against touch attacks (which disregard armor) and its AC when flat-footed (or at any other time when it is denied its Dexterity bonus to AC). If the creature has feats or other abilities that modify its Armor Class under specific circumstances (such as the Mobility feat), they are noted here as well as in the Feats entry.

hp: This entry consists of the creature's full normal hit point total (usually average rolls on each Hit Die), followed by the creature's Hit Dice in parentheses. If the creature has fast healing, regeneration, damage reduction (DR), or some other ability that affects the amount of damage it takes or the rate at which it regains hit points, that information also appears here.

Immune: Any immunities the creature has are indicated here. This includes immunity to specific types of energy as well as specific immunities (such as immunity to poison or to *sleep* effects).

Resist and SR: If the creature has resistance to certain kinds of attacks, that information is given here. Resistance to energy is shown first, as the energy type and the number of points resisted per attack (acid 10, for example). This information is followed by any other resistances the creature has. Altered saving throw bonuses for specific circumstances appear on this line. The creature's spell resistance, if any, appears after the other resistances on the same line.

Fort, Ref, Will: This entry gives the creature's saving throw modifiers.

Weakness: This entry details any weaknesses or vulnerabilities the creature has, such as light sensitivity or vulnerability to a type of energy.

Offensive Information

Refer to this section when it's the creature's turn to act in combat. All its combat options—from melee attacks to spells to potions it might drink—are detailed in this section, even if they are not strictly offensive in nature.

Speed: This entry begins with the creature's base land speed, in feet and in squares on the battle grid. Next come speeds for its other modes of movement, if applicable.

Melee/Ranged: Typically, these entries give all the physical attacks the creature can make when taking a full attack action. The first attack described is the creature's preferred form of attack, usually a melee attack of some sort but possibly (as in the example below) a ranged attack. If the creature can make only a single attack (for instance, when it is taking an attack action), use the first indicated attack bonus. Occasionally, a creature has separate options indicated for single attacks and for full attacks. For example, a halfling ranger with the Manyshot and Rapid Shot feats might have the following entries:

Ranged *+1 longbow* +8 (2d6+2/×3) with Manyshot or
Ranged *+1 longbow* +10/+10/+5 (1d6+1/×3) with
Rapid Shot or
Melee mwk longsword +8/+3 (1d6/19–20)

Each set of attack routines is prefaced by a boldface word indicating whether the attacks are melee or ranged. Next comes the weapon used for the attack, the modified attack bonus, the amount of damage the attack deals, and information about critical hits. If the weapon has the "default" critical hit characteristics (threat on a 20 and 2 damage), this portion of the entry is omitted.

Space: This entry defines how large a square the creature takes up on the battle grid. This information is omitted for any creature that occupies a 5-foot square.

Reach: The Reach entry defines how far the creature's natural reach extends, and it also gives information about any reach weapons it might use. This information is omitted for any creature that has a reach of 5 feet.

Base Atk: The Base Atk entry gives the creature's base attack bonus without any modifiers.

Grp: This entry gives the creature's grapple bonus (base attack + size modifier + Str bonus).

Atk Options: Special abilities that the creature can employ to modify its normal attacks appear here. Such abilities might include feats such as Power Attack or Combat Expertise, or special abilities such as smite evil or trip.

Special Actions: This entry gives any special attacks that the creature can use on its turn in place of making attacks.

Combat Gear: Possessions that the creature can choose to employ on its turn as an action appear here. Such items might include scrolls, potions, wands, staffs, rods, or wondrous items.

Spells Known: This entry appears only for sorcerers and members of other classes who do not prepare spells. It begins with the creature's caster level for spells. If its rolls to overcome spell resistance are based on a number other than its caster level (because the creature has the Spell Penetration feat, for example), its total modifier is given after the expression "spell pen." Spells known are listed from highest level to 0 level, and each spell includes an attack bonus and a saving throw DC, if appropriate. If the character casts some spells at a different caster level than others, that information is also specified with the affected spells.

Spells Prepared: This entry appears only for wizards, clerics, and members of other classes who prepare spells. It begins with the character's caster level for spells. If its rolls to overcome spell resistance are based on a number other than its caster level (because the creature has the Spell Penetration feat, for example), its total modifier is given after the expression "spell pen." Spells prepared are listed from highest level to 0 level, and each spell includes an attack bonus and a saving throw DC, if appropriate. If the character casts some spells at a different caster level than others, that information is also specified with the affected spells.

A cleric's statistics block also includes the name of his deity (if applicable) and the domains to which he has access. Each domain spell he has prepared is marked with a superscript D. The granted powers of his domains might appear as combat options or resistances, or they might not appear at all, if they only modify information presented elsewhere. For example, a domain power that makes certain skills class skills would not be detailed in the statistics block.

Spell-Like Abilities: Any spell-like abilities the creature possesses appear here. The entry begins with the creature's caster level for these abilities. As with spells, this entry includes attack bonuses and saving throw DCs where appropriate.

Other Information

Most of the information presented in this section is not relevant during a combat encounter with the creature. One important exception is explanatory text for special abilities that appear elsewhere in the statistics block.

Abilities: The creature's ability scores appear here in the customary order (Str, Dex, Con, Int, Wis, Cha).

SQ: Any special qualities not presented earlier in the statistics block appear here. These entries are often class features or other abilities that are not generally relevant in combat.

Feats: This entry lists all the feats the creature possesses, including those that appear elsewhere in the statistics block.

Skills: This entry shows all the skill modifiers for skills in which the creature has ranks. Modifiers are also provided for skills to which racial modifiers, bonuses from synergy, or other modifiers apply, whether or not the creature has ranks in those skills.

Possessions: This entry is simply a list of items that the creature is wearing or carrying. The expression "combat gear" appears first, when applicable, to remind you of other possessions that are referenced above.

Spellbook: This entry gives the spells in the creature's spellbook, if it has one. The notation "spells prepared plus" indicates that the spells the creature has prepared are part of this list, but are not reiterated here.

The final portion of the statistics block consists of paragraphs explaining special abilities noted in the various entries above, in the order in which they appear.

Roleplaying Hook

When appropriate, a Hook entry appears at the end of a statistics block, set off in its own section. This is a tidbit of information to help you run the creature in a flavorful or memorable way. Generally, this information is present only if the statistics block describes a unique named character. It might be a quote or a battle cry, or an indication of the kind of characters the creature is most likely to attack. If the descriptive text that accompanies a creature's or character's statistics block includes facts about the individual's behavior or outlook that could serve as a roleplaying hook, the Hook entry is omitted. Such is the case for the NPCs in the adventure seeds in this chapter—information that would normally appear in the Hook section is provided in the descriptive text of the encounter.

Regdar's legacy sword enables him to splinter his foe's shield with a mighty blow

Illus. by W. Reynolds

LEGACY ITEM DESCRIPTIONS

The following pages present detailed descriptions of forty-nine items of legacy.

Table 3–1: Legacy Item Summary

Name	Item Type[1]	Price[2]	Short Legacy Description
Bloodcrier's Hammer	Large *+1 warhammer*	2,324 gp	Draws its power from the earth
Bones of Li-Peng	*+1 nunchaku*	2,302 gp	Enhances monk abilities
Bow of the Black Archer	*+1 longbow*	2,375 gp	Prefers to slay drow
Bright Evening Star	*Bright Evening Star*	1,500 gp	Elven ring of radiance magic
Bullybasher's Gauntlets	*+1 gauntlets*	4,604 gp	Swells unarmed combat capabilities
Caladbolg	*+1 short sword*	2,310 gp	Cuts through almost anything
Caput Mortuum	*+1 scythe*	2,318 gp	Weapon favored by death cults
Celdoriath's Clarion	*Celdoriath's Clarion*	2,500 gp	Trumpet sounds summon aid
Coral's Bite	*+1 trident*	2,315 gp	Implement of aquatic champions
Crimson Ruination	*+1 greatsword*	2,350 gp	Ultimate bane of red dragons
Desert Wind	*+1 scimitar*	2,315 gp	Blade of fire and wind
Devious	*+1 kukri*	2,308 gp	Counterpart to *Vicious*
Vicious	*+1 kukri*	2,308 gp	Counterpart to *Devious*
Divine Spark	*Symbol of resistance +1*	1,050 gp	Tool of faith for the open mind
Durindana	*+1 longsword*	2,315 gp	Blade of saints
Dymondheart	*+1 longsword*	2,315 gp	Living weapon of druid lords
Exordius	*+1 longsword*	2,315 gp	Evil sword redeemed by purity
Fiendkiller's Flail	Large *+1 cold iron flail*	4,330 gp	Devil-forged fiend-slayer
Flamecaster's Bolt	*+1 light crossbow*	2,335 gp	Fiery ranged weapon
Flay	*+1 whip*	2,301 gp	Possesses snakelike abilities
Frostburn's Wrath	Masterwork/*+1 quarterstaff*	2,640 gp	Channels the power of winter
Full Moon's Trick	Small *+1 silver short sword*	2,330 gp	Useful for and against shapechangers
Ghostfolly's Gloves	*Gloves of protection +1*	2,035 gp	Perfect tool for a heist
Guurgal	*+1 cold iron spear*	4,304 gp	Implement of orc warlords
Hammer of Witches	*+1 warhammer*	2,312 gp	A mage-slayer
Infiltrator	*+1 mithral chain shirt*	2,100 gp	Ideal armor for spying
Lorestealer	*+1 throwing axe*	2,308 gp	Wielder can use scrolls
Mau-Jehe	*+1 short sword*	2,310 gp	Matter made mind blade
Merikel	*+1 greatsword*	2,350 gp	Blade of temptation or redemption
Mindsplinter	*+1 morningstar*	2,308 gp	Screaming spiked basher
Notched Spear	*+1 longspear*	2,305 gp	Spear of triton legend
Planeshifter's Knife	*+1 dagger*	2,302 gp	Implement of extraplanar travelers
Quickspur's Ally	*+1 heavy steel shield*	1,170 gp	Shield of mounted knights
Rod of Trimeg	Masterwork quarterstaff	2,000 gp	Traveler's boon
Scales of Balance	Masterwork quarterstaff	920 gp	Fusion of positive and negative
Scarab of Aradros	*Scarab of resistance +1*	1,500 gp	Defender of arcanists
Shishi-O	*+1 katana*	2,535 gp	Wielder is the king of beasts
Simple Bow	*+1 longbow*	2,375 gp	Opens the eyes and mind
Skull Lash	*+1 heavy flail*	2,315 gp	Skulls and abilities interchangeable
Sling of the Dire Wind	*+1 sling*	2,300 gp	Slings wind and stones
Staff of the Torrent Moons	Masterwork/*+1 lajatang*	2,720 gp	Bladed staff of the waters
Stalker's Bow	*+1 composite shortbow*	2,375 gp	Bow of stealth and hunting
Steadfast	Small *+1 scimitar*	2,315 gp	Sword of movement and stability
Stormchaser's Cudgel	Large *+1 greatclub*	2,310 gp	Bestows the power of the storm
Thanifex	*+1 greatspear*	2,325 gp	Profane spear of undeath
Treebrother	*Staff of light*	1,100 gp	Tool of the forest warder
Ur	*+1 handaxe*	2,306 gp	Primeval axe of animal spirits
Wargird's Armor	*+1 breastplate*	1,350 gp	Protects against all foes

[1] This is the base item type, independent of legacy abilities.

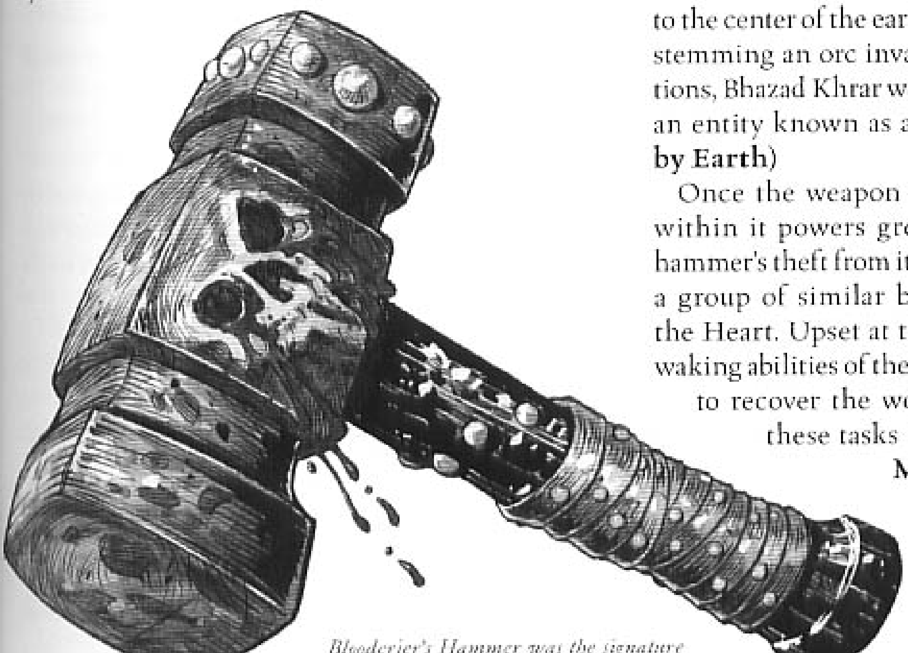
[2] This is the price if the legacy remains unknown; legacy items are priceless.

BLOODCRIER'S HAMMER

Bloodcrier's Hammer is an enormous warhammer forged entirely from black iron. A grinning skull is etched into the surface of the hammer's head.

Nonlegacy Game Statistics: Large +1 *warhammer*; Damage 2d6+1; Critical ×3; Cost 2,324 gp; Weight 10 lb. *Bloodcrier's Hammer* is a Large weapon. A Medium creature can wield the hammer with two hands with a –2 penalty on attack rolls. Small creatures cannot use the hammer without some special ability to wield Large weapons (such as the Monkey Grip feat described in the sidebar).

Omen: In any round of combat during which the warhammer is not drawn and used, it cries and moans. When the hammer is brought to bear in battle, reddish fluid seems to seep from the engraved skull's eye sockets.



Bloodcrier's Hammer was the signature weapon of an ancient dwarf hero

Illus. by D. Crabapple

HISTORY

Bloodcrier's Hammer is one of two great weapons wielded by the ancient dwarven folk hero Bhazad Khrar. (Khrar's other legendary weapon is *Bloodcrier's Bow.*) While the dwarves still refer to their hero with the proper pronunciation, in wider circles the name is remembered more for the properties of the weapon than the original wielder. So, "Bloodcrier" is the name that Khrar bears in many myths. Some ascribe hidden powers to *Bloodcrier's Hammer.* It has been debated, however, whether these abilities were in the hammer or were part of Khrar's own repertoire. **(DC 15)**

Bhazad Khrar is the supposed descendant of a mortal son of Moradin and was of mightier mettle than most dwarves of his age. Many exploits are attributed to Bloodcrier: founding a mine that pierced to the center of the earth, discovering mithral ore, and stemming an orc invasion. During mining explorations, Bhazad Khrar won his warhammer by defeating an entity known as an earthmagus. **(DC 18; Trial by Earth)**

Once the weapon was his, Bhazad Khrar woke within it powers greater still. Soon, news of the hammer's theft from its earthmagus guardian reached a group of similar beings called the Conclave at the Heart. Upset at the theft and concerned at the waking abilities of the hammer, the Conclave decided to recover the weapon and kill its wielder. In these tasks they were successful. **(DC 25; Mourning Service)**

After the Conclave at the Heart slew Bhazad, *Bloodcrier's Hammer* fell out of common knowledge and into legend. Three hundred years later, the barbarian lord

NEW FEAT: MONKEY GRIP

You are able to use a larger weapon than other people your size.

Prerequisite: Base attack bonus +1.

Benefit: You can use melee weapons one size category larger than you are with a –2 penalty on the attack roll, but the amount of effort it takes you to use the weapon does not change. For instance, a Large longsword (a one-handed weapon for a Large creature) is considered a two-handed weapon for a Medium creature that does not have this feat. For a Medium creature that has this feat, it is still considered a one-handed weapon. You can wield a larger light weapon as a light weapon, or a larger two-handed weapon in two hands. You cannot wield a larger weapon in your off hand, and you cannot use this feat with a double weapon.

Normal: You can use a melee weapon one size category larger than you are with a –2 penalty on the attack roll, and the amount of effort it takes to use the weapon increases. A larger light weapon is considered a one-handed weapon, a larger one-handed weapon is considered a two-handed weapon, and you cannot use a larger two-handed weapon at all.

TABLE 3–2: BLOODCRIER'S HAMMER

	Personal Costs			
Wielder Level	Attack Penalty	Save Penalty	Hit Point Loss	Abilities
5th	—	—	—	Large +2 *warhammer*
6th	—	—	4	Earthseeker
7th	—	—	—	Pathbreaker
8th	—	–1	—	*Earthen stature* 1/day
9th	–1	—	2	The earth provides
10th	—	—	—	Deny earth's embrace
11th	—	—	—	Large +3 *warhammer*
12th	—	—	2	*Earthen stature* at will
13th	—	—	—	—
14th	–2	—	—	Large +4 *warhammer*
15th	—	—	2	Stony resistance
16th	—	–2	—	*Meld into stone* 1/day
17th	—	—	—	Large +5 *warhammer*, terra obscura
18th	—	–3	2	*Wall of stone* 2/day
19th	—	—	2	Earthwalker's bane
20th	—	—	2	Ignore earth's clutch

Huragam found the hammer within an erupted earth cyst—an extrusion of elemental earth—while on a personal vision quest out in the barren scablands. Taking the discovery of the weapon as a sign, he returned to his tribe weak, weary, and at the edge of death. During Huragam's recovery, he never once relinquished his grasp on the warhammer. When his full strength finally returned to him, he knew the weapon was the tool he had long sought to carve out an empire larger than any barbarian lord before. Upon Huragam's death a century later, the barbarian shamans interred him with the hammer, despite his insistence to the contrary. He believed that to do so would allow the weapon to fall into the hands of what he called "vengeful spirits of stone and earth." **(DC 31; Judgment of the Scablands)**

LEGACY RITUALS

Three rituals are required to unlock all the abilities of *Bloodcrier's Hammer.*

Trial By Earth: You must defeat a creature with the earth subtype in personal combat. The creature's Challenge Rating must be equal to or greater than your character level. *Cost:* 2,200 gp. *Feat Granted:* Least Legacy (*Bloodcrier's Hammer*).

Mourning Service: You are required to pay homage at the grave of Bhazad Khrar, which is lost in the center of a sighing waste. *Cost:* 12,500 gp. *Feat Granted:* Lesser Legacy (*Bloodcrier's Hammer*).

Judgment of the Scablands: You have to spend three days in the extreme heat of the desert scablands without food, water, weapons, or shelter. Survival is not necessary to successfully complete this ritual. *Cost:* 40,500 gp. *Feat Granted:* Greater Legacy (*Bloodcrier's Hammer*).

WIELDER REQUIREMENTS

Most would-be wielders of *Bloodcrier's Hammer* are fighters, barbarians, or rangers. Any creature with the desire to gain more earth-related abilities might consider carrying the weapon.

BLOODCRIER'S HAMMER WIELDER REQUIREMENTS

Base attack bonus +2
Knowledge (history) 2 ranks
Speak Language (Dwarven)

LEGACY ITEM ABILITIES

All the following are legacy item abilities of *Bloodcrier's Hammer.*

Earthseeker (Su): At 6th level and higher, while wielding *Bloodcrier's Hammer,* you can detect any creature with the earth subtype within 60 feet. You must concentrate (a standard action) to do so. The hammer ignores any damage reduction an earth-subtype creature possesses.

Pathbreaker (Su): Beginning at 7th level, once per day when *Bloodcrier's Hammer* is struck against a lock, lid, door, valve, portal, normal bars, shackles, chains, bolts, and so on, a mournful tone rings forth. The struck item opens 1 round later. *Bloodcrier's Hammer* also automatically dispels a *hold portal* spell or even an *arcane lock* with a caster level lower than 15th. Each strike opens only one form of locking, so if a chest is chained, padlocked, locked, and *arcane locked,* it takes four strikes to open it. A *silence* spell negates this power.

Earthen Stature (Sp): You can change size while standing on solid earth or stone. Starting at 8th level, you can issue a command word to use *enlarge person* once per day (self only) as the spell. At 12th level, you can use this ability at will. Caster level 5th.

The Earth Provides (Su): At 9th level and higher, you need not eat or drink while underground or in any place with the earth-dominant elemental trait.

Deny Earth's Embrace (Su): At 10th level and higher, you need no longer fear the unforgiving crush of the earth after a fall. This ability acts exactly like a *feather fall* spell, and it is activated immediately if you fall more than 5 feet. Caster level 5th.

Stony Resistance (Su): At 15th level, you gain a +2 resistance bonus on all saving throws.

Meld into Stone (Sp): Beginning at 16th level, as a swift action once per day, you can use *meld into stone* as the spell. Caster level 10th.

Terra Obscura (Su): At 17th level and higher, while you remain in contact with solid earth or stone, *Bloodcrier's Hammer* cannot be detected remotely through *scrying*, *remote viewing*, or other means of *divination*, as if continually affected by the *obscure object* spell. Caster level 15th.

Wall of Stone (Sp): Beginning at 18th level, two times per day by holding *Bloodcrier's Hammer* forth and speaking a command word, you can use *wall of stone* as the spell. Caster level 15th.

Earthwalker's Bane (Su): Starting at 19th level, in your hands *Bloodcrier's Hammer* has an effective enhancement bonus +1 better than normal and deals an extra 1d6 points of damage against any creature in contact with solid earth or stone.

Ignore Earth's Clutch (Su): At 20th level and higher, you constantly gain the benefit of a *freedom of movement* spell while standing on solid earth or stone. Caster level 15th.

ADVENTURE SEED (EL 5)

While exploring an underground area, the PCs break into an earth cyst, which houses a spellcasting elemental known as an earthmagus. They awaken the earthmagus, who attacks wielding *Bloodcrier's Hammer.*

EARTHMAGUS **CR 5**

Earth elemental sorcerer 2
N Medium elemental (extraplanar, earth)
Init +0; **Senses** darkvision 60 ft., Listen +2, Spot +3
Languages Dwarven, Terran

AC 19, touch 10, flat-footed 19
hp 44 (6 HD)
Immune critical hits, flanking, paralysis, poison, sleep, stunning
Fort +8, **Ref** +1, **Will** +4

Speed 20 ft. (4 squares)
Melee *Bloodcrier's Hammer* +8 (2d6+8/×3) or
Melee slam +8 (1d8+6)
Base Atk +4; **Grp** +8
Atk Options Power Attack
Special Actions earth mastery, push
Sorcerer Spells Known (CL 2nd):
1st (5/day)—*shield, true strike*
0 (6/day)—*daze* (DC 12), *detect magic, ghost sound* (DC 12), *ray of frost* (+4 ranged touch), *read magic*

Abilities Str 18, Dex 11, Con 18, Int 9, Wis 10, Cha 15
SQ earth glide, earthseeker, familiar (none)
Feats Combat Casting, Least Legacy (*Bloodcrier's Hammer*)[B], Martial Weapon Proficiency (warhammer), Power Attack
Skills Concentration +4 (+8 casting defensively), Knowledge (history) +1, Listen +2, Speak Language (Dwarven), Spot +3
Possessions *Bloodcrier's Hammer*

Earth Mastery (Ex) +1 on attack and damage rolls if both the earthmagus and its foe touch the ground. –4 penalty on attack rolls and damage rolls against airborne or waterborne opponents. (These modifiers are not included in the statistics above.)

Push (Ex) Can start a bull rush without provoking an attack of opportunity. Earth mastery applies to the opposed Strength checks.

Earth Glide (Ex) Can glide through stone, dirt, or almost any other sort of earth, except metal. The burrowing leaves behind no tunnel and does not create any signs of its presence. A *move earth* spell cast on an area containing a burrowing earthmagus flings the elemental back 30 feet, stunning it for 1 round unless it makes a DC 15 Fortitude save.

Earthseeker (Su) Can detect any creature with the earth subtype within 60 feet by using a standard action. *Bloodcrier's Hammer* ignores DR of earth-subtype creatures.

Earth Cyst

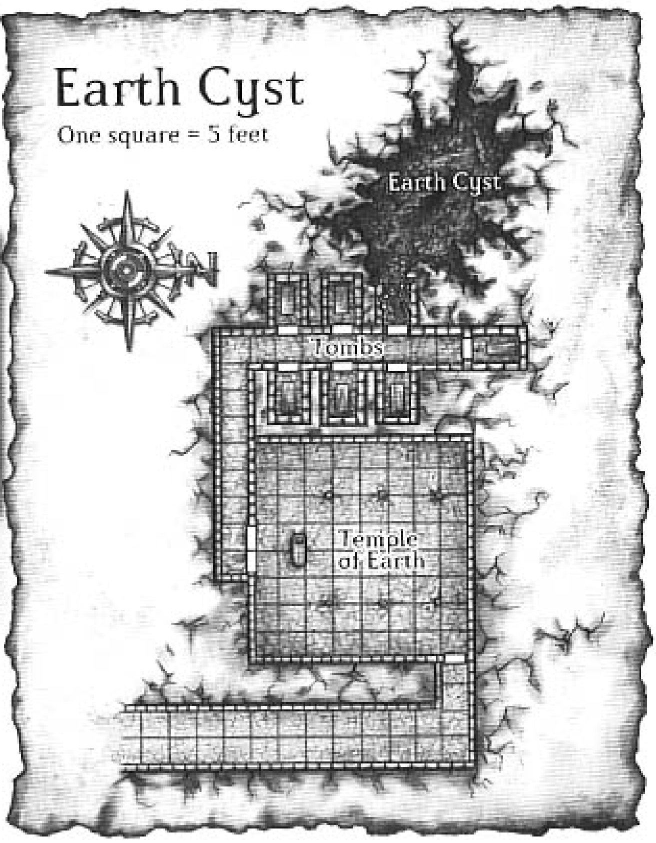
The map provided gives an example of the sort of location in which this encounter might occur; the DM is free to add details that suit the campaign.

Temple of Earth

This is a small temple of typical layout, dedicated to a deity or elemental forces of earth. A corridor leading into the temple itself might be trapped to deter intruders.

Tombs

The past priests of the cult are interred here, returned to the earth.



Earth Cyst
The earth cyst has erupted into the tomb vault. It resembles the interior of a geode.

The Earth Cyst in Eberron

In the cosmology of Eberron, there is no Elemental Plane of Earth. Instead, elemental beings are native to Lamannia, the Twilight Forest, a realm of unbridled nature. Lamannia is conterminous with the Material Plane for one week every twelve months. During this time, the power of nature is enhanced on Eberron, and magic that summons elemental beings is extended.

This temple to elemental earth might be built in a manifest zone that maintains a close connection with Lamannia. In this area, druidic magic is extended. But when the Twilight Forest is coterminous, the elemental forces break through, forming an earth cyst. The approach to the temple becomes more difficult as the walls of the passages grow and form new shapes in the stone, even spawning earth elementals.

Another possibility is that the temple is affiliated with one of the Cults of the Dragon Below. Inside its rough-hewn chambers, vile rituals are conducted t release the dark entities of Khyber onto the world The party has entered this unholy place to retriev a Khyber dragonshard. These veins of living crysta form earth cysts, and one has burst forth like a pustul into the temple vault. Acquiring the crystal require the PCs to combat foul dolgaunts and twisted priest of elemental evil before they reach the final test o the earthwarden (which might be an evil creature i this scenario).

These cultists might also be accompanied by chag grins, also known as earth grues, which are elementa creatures tainted by evil. You can find more information about elemental grues in the *Complete Arcan* supplement, page 153.

ADEPTS OF THE DRAGON BELOW (2) CR 4
Dolgrim adept 5
CE Small aberration
Init +1
Senses darkvision 60 ft., Listen +2, Spot +2
Languages Undercommon

AC 17, touch 12, flat-footed 16
hp 22 (5 HD); **DR** 5/byeshk*
Fort +2, **Ref** +4, **Will** +8

Speed 20 ft. (4 squares)
Melee +1 *morningstar* +4 (1d6+1) and
Ranged mwk light crossbow +5 (1d6/19–20)
Base Atk +2; **Grp** +2
Combat Gear *potion of bull's strength*, 2 *potions of cure moderate wounds*
Adept Spells Prepared (CL 4th):
2nd—*death knell*^{D} (+2 melee touch, DC 14)
1st—*bless, burning hands* (DC 13), *cause fear*^{D} (DC 13)
0—*detect magic, touch of fatigue* (2) (+2 melee touch, DC 12)
D: Domain spell. Domain: Dragon Below*

Abilities Str 10, Dex 12, Con 12, Int 7, Wis 14, Cha 9
SQ dual consciousness, familiar (none)
Feats Augment Summoning^{B}, Combat Casting, Lightning Reflexes
Skills Climb +3, Concentration +3 (+7 casting defensively), Knowledge (religion) +3, Listen +2, Spot +2
Possessions combat gear plus masterwork chain shirt, masterwork light steel shield, +1 *morningstar* masterwork light crossbow, 10 bolts, stone holy symbol

Dual Consciousness (Ex) +2 Will saves, no penalty on off-hand attack.
*From *Eberron Campaign Setting*.

BONES OF LI-PENG

Certainly one of the more ghoulish weapons ever created, the *Bones of Li-Peng* are exactly that—the right arm-bones of the famous monk Li-Peng, bound with sinew at the elbow joint and fashioned into nunchaku.

Nonlegacy Game Statistics: *+1 nunchaku;* Cost 2,302 gp. You gain a +1 bonus on one Concentration check per day.

Omen: Despite their morbid looks, the *Bones of Li-Peng* are not at all evil. In fact, the weapon radiates a tangible aura of tranquility and calm.

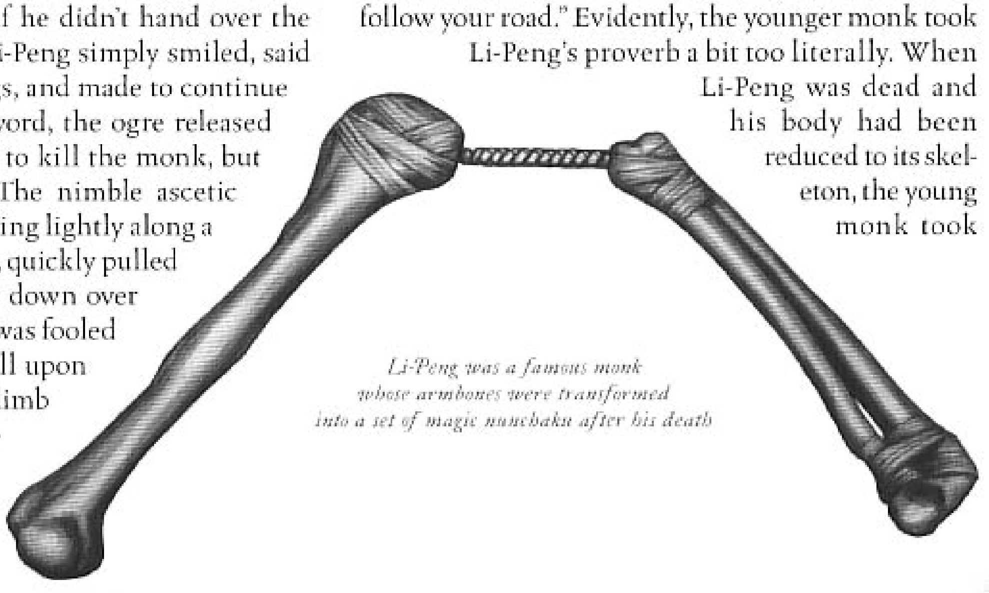
HISTORY

Li-Peng was the most famous *sifu* (teacher) at the Monastery of the Five Cherry Blossoms, a fabled site of learning and enlightenment nestled high in the mountains. This teacher is something of a folk hero among the peoples living in and around the mountains, although his true nature remains a mystery. The human goatherds in the valleys and lower peaks describe Li-Peng as a human, while the dwarf miners, whose outposts cling to the steep cliffs, call Li-Peng one of their own. Regardless of Li-Peng's true origins, after his death many of his personal effects gained reputations for possessing magical properties. **(DC 15)**

One spring, the monks of the Monastery of the Five Cherry Blossoms sent the young acolyte Li-Peng down into the village to purchase supplies, since the long winter had depleted their stores. Laden with bolts of the fine cloth the monks had woven, Li-Peng took up his staff and began the trek down the mountain. Halfway along his journey, he was accosted by a terrible ogre who held a vicious but blind hell hound on an iron chain. The ogre told Li-Peng the hound would be set upon him if he didn't hand over the goods he was carrying. Li-Peng simply smiled, said that he had no fear of dogs, and made to continue on his way. True to his word, the ogre released his hound and ordered it to kill the monk, but Li-Peng was too quick. The nimble ascetic leapt into a tree and, running lightly along a branch above his enemies, quickly pulled off his robe and tossed it down over the ogre. The hell hound was fooled by the robe's scent and fell upon the ogre, tearing the giant limb from limb. Li-Peng, meanwhile, climbed down the tree and continued on his way. **(DC 18; Monk's Cunning)**

When Li-Peng was an older man, a peasant came to the gates of the monastery to beg the monks' aid. A band of fierce brigands was terrorizing the villagers and stealing their rice crop—the people had no rice with which to pay their taxes. Li-Peng vowed to deal with the bandits and set off toward the town with his trusty staff in hand. At dusk that evening, the outlaws rode into the settlement and demanded the daily harvest. Li-Peng, looking small and unassuming in his orange robe, stepped forward and told the robbers to depart and find honest work, lest their souls suffer in the afterlife. The thieves scoffed and fired their crossbows, but with a twirl of his staff, Li-Peng knocked their bolts away. The bandits, amazed by this display of skill, nevertheless leapt to attack. The monk simply laughed at them, for he was too nimble to be caught. Leaping about like a hare, he struck the brigands repeatedly with his staff, knocking them all senseless. When the leader awoke after the fight, Li-Peng harnessed him to a donkey cart and made him pull the vehicle back to the outlaws' hideout. The stolen rice was recovered. **(DC 25; Martial Whirlwind)**

At the twilight of Li-Peng's life, when he had been master of the Monastery of the Five Cherry Blossoms for many years, one of his students came to him and asked why he didn't write his wisdom down for future generations. Li-Peng grinned and repeated one of his oft-quoted proverbs—"If you meet the Enlightened One on the road, kill him." The pupil pondered this, realizing the master meant no person could lead another to enlightenment. When the student countered that at least Li-Peng's legendary martial arts skills should be preserved, Li Peng replied, "My arms are my own. Only if they were yours would they follow your road." Evidently, the younger monk took Li-Peng's proverb a bit too literally. When Li-Peng was dead and his body had been reduced to its skeleton, the young monk took



Li-Peng was a famous monk whose armbones were transformed into a set of magic nunchaku after his death

Illus. by D. Martin

TABLE 3–3: BONES OF LI-PENG

	Personal Costs				
Wielder Level	Attack Penalty	Skill Check Penalty	Hit Point Loss	Skill Point Loss	Abilities
5th	—	—	—	—	Master's grace +2
6th	—	—	2	4	—
7th	–1	—	—	—	*+2 nunchaku*
8th	—	—	—	—	—
9th	—	—	—	—	—
10th	—	–2	2	2	*+2 defending nunchaku*
11th	—	—	—	—	*+2 defending holy nunchaku*
12th	—	—	—	2	—
13th	–2	—	—	—	Student of the master
14th	—	—	2	—	—
15th	—	—	—	2	*+3 defending holy nunchaku*
16th	—	–3	—	—	—
17th	—	—	—	—	*+4 defending holy nunchaku*
18th	—	—	2	2	Master's grace +6
19th	—	–4	—	2	Oneness of balance
20th	—	—	—	2	*+5 defending holy nunchaku*

the master's right arm bones, bound them into a nunchaku, and fled the monastery in the night. His fate is unrecorded. **(DC 31; Li-Peng's Road)**

LEGACY RITUALS

Three rituals are required to unlock all the abilities of the *Bones of Li-Peng.*

Monk's Cunning: You must overcome an encounter with a hostile creature whose Challenge Rating is at least equal to your character level. You can accomplish this through intimidation, trickery, stealth, or any other appropriate method. *Cost:* 2,000 gp. *Feat Granted:* Least Legacy (*Bones of Li-Peng*).

Martial Whirlwind: In contrast to the previous ritual, you have to defeat a group of three or more opponents with a total Encounter Level at least equal to your character level. You must engage the enemies alone but can use any weapons or tools at your disposal. *Cost:* 12,000 gp. *Feat Granted:* Lesser Legacy (*Bones of Li-Peng*).

Li-Peng's Road: You are required to travel to the legendary Monastery of the Five Cherry Blossoms and visit Li-Peng's sepulcher. There you must spend 24 hours in prayer and meditation. *Cost:* 40,000 gp. *Feat Granted:* Greater Legacy (*Bones of Li-Peng*).

WIELDER REQUIREMENTS

Monks benefit most from the *Bones of Li-Peng*, but any character proficient with the nunchaku might find the weapon's abilities useful.

BONES OF LI-PENG WIELDER REQUIREMENTS

Wisdom 13
Base attack bonus +2
Balance 6 ranks
Any nonchaotic alignment

LEGACY ITEM ABILITIES

All the following are legacy item abilities of the *Bones of Li-Peng.*

Master's Grace (Su): At 5th level, you acquire some of Li-Peng's legendary nimbleness, gaining a +2 enhancement bonus to Dexterity. At 18th level, this bonus rises to +6.

Student of the Master (Su): Beginning at 13th level, you are treated as a monk five levels higher than your actual monk level for purposes of Armor Class bonus and unarmed damage. You can make one additional stunning attack per day, if you have the Stunning Fist feat. If you have no monk levels, you gain the Armor Class bonus and unarmed damage of a 5th-level monk. This bonus does not include a monk's Wisdom bonus to Armor Class.

Oneness of Balance (Su): At 19th level, you gain a +10 competence bonus on Balance, Escape Artist, and Tumble checks.

ADVENTURE SEED (EL 6)

While spending the night at an isolated monastery one evening during their travels, the characters are awakened in the middle of the night by a loud pounding on the monastery gates. Investigating the noise, they find an emaciated, pale monk, carrying nunchaku that appear to be made from a set of human armbones. Suk Chan introduces himself and then challenges any of the acolytes to a battle to prove his style's supremacy. The resident monks are all frightened of the newcomer, certain that he can and will kill any of them. A PC might answer the challenge, but Suk Chan insists that the fight be conducted only with monk weapons. He wields the *Bones of Li-Peng* during the battle.

SUK CHAN **CR 6**
Male human monk 5
LE Medium humanoid
Init +4; **Senses** Listen +2, Spot +2
Languages Common

AC 17, touch 17, flat-footed 13; Dodge
hp 31 (5 HD)
Immune normal disease
Resist evasion
Fort +5, **Ref** +8, **Will** +6 (+8 against enchantments)

Speed 40 ft. (8 squares)
Melee *Bones of Li-Peng* +8 (1d6+2) or
Melee *Bones of Li-Peng* +7/+7 (1d6+2) with flurry of blows or
Melee *ki* strike (magic) +7 (1d8+1) or
Melee *ki* strike (magic) +6/+6 (1d8+1) with flurry of blows
Base Atk +3; **Grp** +8
Atk Options Combat Reflexes, *ki* strike (magic), Stunning Fist 5/day (DC 14)

Abilities Str 12, Dex 18, Con 13, Int 10, Wis 14, Cha 8
SQ master's grace (+2 enhancement bonus to Dex), slow fall 20 ft.
Feats Combat Reflexes^{B}, Dodge, Improved Grapple, Improved Unarmed Strike^{B}, Least Legacy (*Bones of Li-Peng*)^{B}, Stunning Fist^{B}, Weapon Finesse
Skills Balance +11, Climb +9, Diplomacy +1, Jump +10, Knowledge (religion) +8, Sense Motive +7, Tumble +13
Possessions *Bones of Li-Peng*

Tactical Notes

Suk Chan is an aggressive fighter who takes full advantage of his own strengths and the terrain of the battlefield. Against enemies with low AC that do not have damage reduction against magic weapons, he prefers to use his unarmed strike for its higher damage. He reserves the Bones of Li-Peng for enemies with better defenses.

The battle begins formally, with a strike of the gong. The combatants begin 10 feet apart, 5 feet to each side of the gong.

Round 1: If Suk Chan is not dazed from the gong (see below), he moves to attack the challenged PC. If the challenged one is dazed, the monk moves in and attacks. Otherwise, if he wins initiative, he charges and makes a stunning attack; if he does not win initiative, he uses his flurry of blows and makes a stunning attack.

Round 2 and Beyond: If an opponent is stunned by a stunning attack, Suk Chan continues to batter with flurry of blows, using one flurry attack for another stunning attack. If the PC is wielding a one-handed or two-handed weapon, Suk Chan might attempt to initiate a grapple to deny the use of the weapon. His relatively low Strength makes this a somewhat risky move unless the opponent is already stunned, but Improved Grapple gives him an advantage and negates attacks of opportunity.

Monastery Courtyard

Weapons Racks

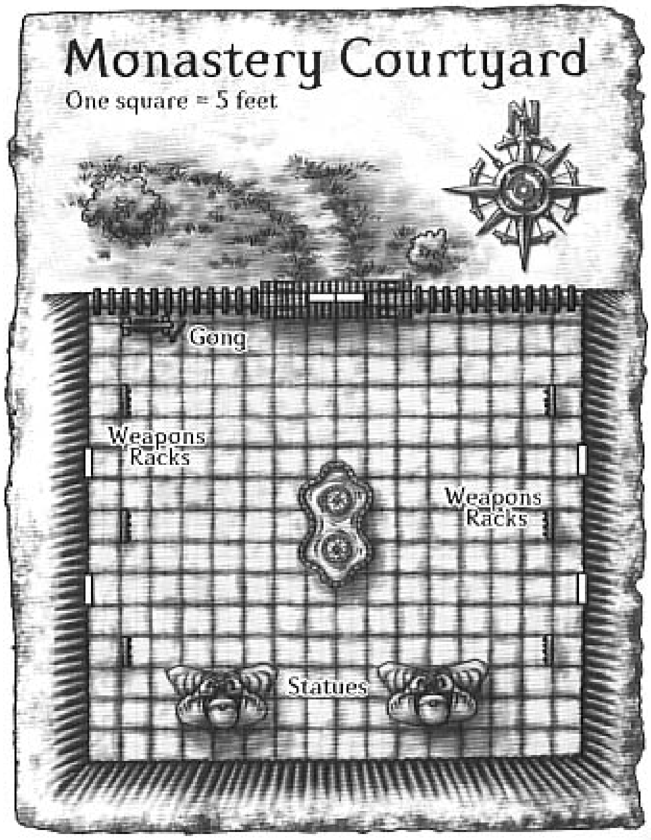
Each rack keyed to this entry contains the following weapons: 1d2 spears, 1d2 quarterstaffs, 1d4 nunchaku, 1d4 sianghams, 1d4 sais, and 1d4 kamas.

Statues

These are gigantic stone sculptures representing divine beings and fantastic creatures.

Gong

Striking this gong creates a loud, echoing tone that dazes those within 5 feet for 1 round (Fortitude DC 10 negates). Anyone who succeeds is unaffected.

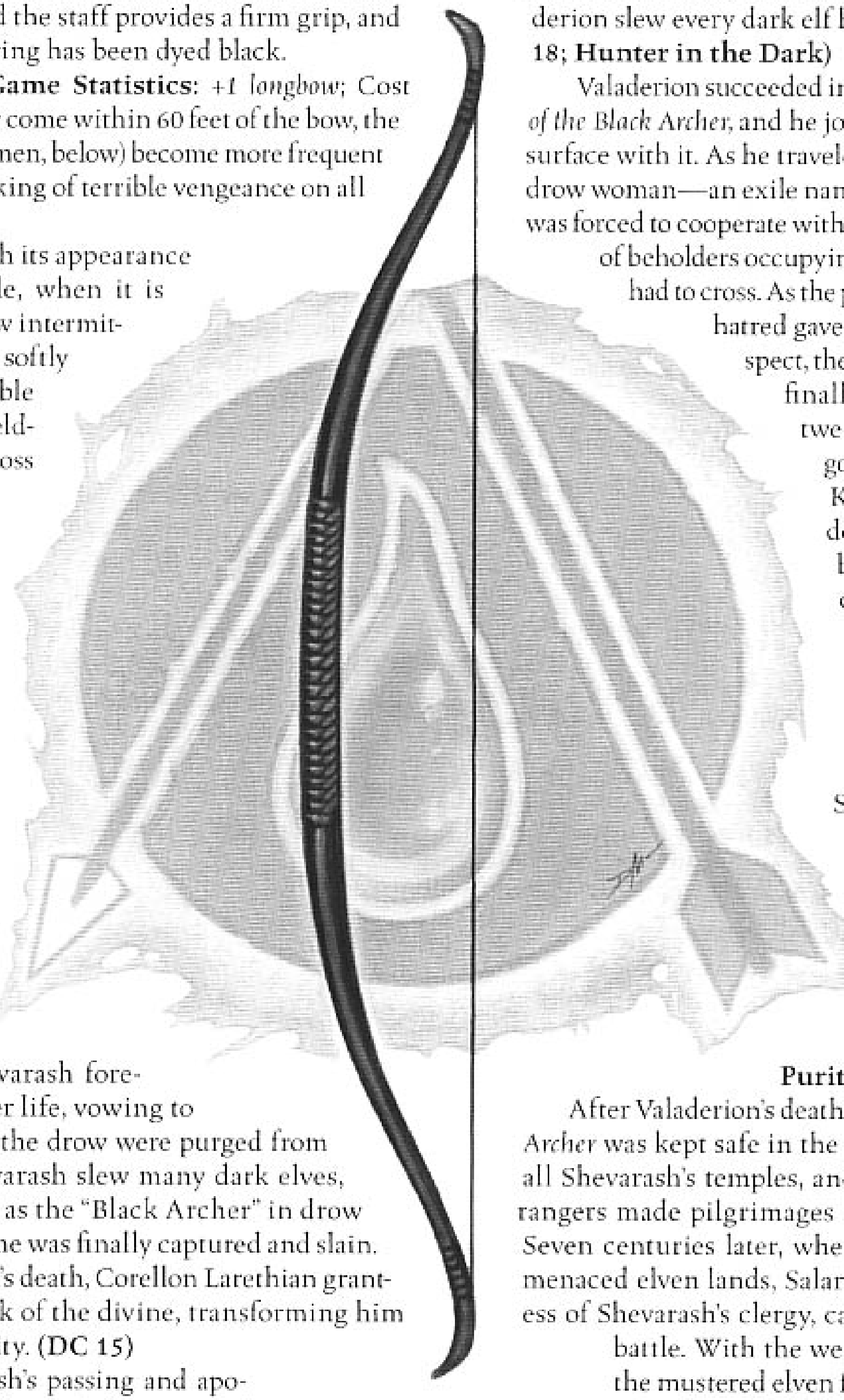


BOW OF THE BLACK ARCHER

The *Bow of the Black Archer* is a plain, unadorned longbow made of solid black wood. Black leather wrapped around the staff provides a firm grip, and even the bowstring has been dyed black.

Nonlegacy Game Statistics: *+1 longbow;* Cost 2,375 gp. If drow come within 60 feet of the bow, the whispers (see Omen, below) become more frequent and angry, speaking of terrible vengeance on all dark elves.

Omen: Though its appearance is unremarkable, when it is wielded, the bow intermittently whispers softly in Elven (audible only to its wielder), speaking of loss and grief.



The Bow of the Black Archer was crafted to be the bane of drow

Illus. by D. Murin

HISTORY

Shevarash is the elven deity of revenge and hatred of the drow. Once, he was a mortal elf, famous as one of the finest archers in the world. When drow raiders attacked his village and slaughtered his family, Shevarash foreswore his former life, vowing to never rest until the drow were purged from the world. Shevarash slew many dark elves, gaining infamy as the "Black Archer" in drow folklore, before he was finally captured and slain. Upon Shevarash's death, Corellon Larethian granted him the spark of the divine, transforming him into a minor deity. **(DC 15)**

After Shevarash's passing and apotheosis, the bow he carried as a mortal was lost for centuries, probably locked away in the treasure vaults of the drow priestess who had killed the Black Archer. Three hundred years after Shevarash was made into a deity, one of his devoted followers, a ranger called Valaderion, began a crusade to recover the holy bow. He followed in the footsteps of his god, venturing into the underground lairs of the drow. Striking from the shadows and never allowing himself to be detected, Valaderion slew every dark elf he came across. **(DC 18; Hunter in the Dark)**

Valaderion succeeded in recovering the *Bow of the Black Archer*, and he journeyed toward the surface with it. As he traveled upward, he met a drow woman—an exile named Kiralasha—and was forced to cooperate with her to destroy a nest of beholders occupying tunnels they both had to cross. As the pair worked together, hatred gave way to grudging respect, then to admiration, and finally to love. Torn between the dictates of his god and his feelings for Kiralasha, Valaderion decided to return the bow to Shevarash's clerics and retire for a time to consider his path. Sadly, he never got the chance. As soon as he set foot inside one of Shevarash's temples, he was struck down by the deity's wrath, slain for daring to consort with one of the hated drow. **(DC 25; Purity of Enmity)**

After Valaderion's death, the *Bow of the Black Archer* was kept safe in the most prominent of all Shevarash's temples, and many clerics and rangers made pilgrimages to see the weapon. Seven centuries later, when drow once again menaced elven lands, Salariel, the high priestess of Shevarash's clergy, carried the bow into battle. With the weapon's help, she led the mustered elven forces to victory but was slain in a battle against a hideous spider demon conjured by drow priestesses. The *Bow of the Black Archer* was lost once again, presumably carried back into the dark places of the earth by the retreating dark elves. **(DC 31; Legacy of Salariel)**

TABLE 3–4: BOW OF THE BLACK ARCHER

	Personal Costs			
Wielder Level	Attack Penalty	Save Penalty	Hit Point Loss	Abilities
5th	—	—	—	Drowseeker
6th	—	—	4	*Eyes of shadow* 1/day
7th	—	—	2	*+2 longbow*
8th	—	–1	—	*Longstrider* 3/day
9th	–1	—	—	Hidden hunter
10th	—	—	—	—
11th	—	—	—	*+2 drow bane longbow*
12th	—	—	2	*Solace from weakness* 2/day
13th	–2	—	—	*Friend to shadows* 1/day
14th	—	—	—	Shocking shot
15th	—	—	2	*+3 drow bane longbow*
16th	—	–2	—	*Deny the Demonweb Pits* 2/day
17th	—	—	—	Escape the spider's bonds
18th	—	—	2	Mindarmor, fast movement
19th	—	–3	2	*+4 drow bane longbow*
20th	—	—	2	Pierce the black heart

LEGACY RITUALS

Three rituals are required to unlock all the abilities of the *Bow of the Black Archer.*

Hunter in the Dark: You must stalk and kill at least one drow whose Challenge Rating is at least equal to your character level, initiating the conflict without first being detected. Both mundane and magical forms of concealment are acceptable. If the would-be target detects you prior to your first attack, the ritual fails. *Cost:* 1,625 gp. *Feat Granted:* Least Legacy (*Bow of the Black Archer*).

Purity of Enmity: Echoing the tale of Valaderion and Kiralasha, you have to travel to the ruins of the temple where Valaderion died, which are located in the heart of a primeval forest. There you must perform a three-day ritual of meditation and purification. If you have had any peaceful interaction with a dark elf within the past six months, this ritual automatically fails. *Cost:* 13,500 gp. *Feat Granted:* Lesser Legacy (*Bow of the Black Archer*).

Legacy of Salariel: Alone, you must kill a spider-like demon (such as a bebilith or retriever) and a cleric of Lolth. The demon must have a Challenge Rating of 10 or higher, while the cleric must be 10th level or higher—an Encounter Level of 12 or more. You can use any abilities at your disposal, but the *Bow of the Black Archer* is the only weapon you are allowed. *Cost:* 38,000 gp. *Feat Granted:* Greater Legacy (*Bow of the Black Archer*).

WIELDER REQUIREMENTS

Rangers or clerics of Shevarash get the most use out of the *Bow of the Black Archer,* but any character who regularly battles against dark elves might find this weapon useful.

BOW OF THE BLACK ARCHER WIELDER REQUIREMENTS

Cannot be drow
Base attack bonus +3
Hide 2 ranks
Move Silently 2 ranks
Favored enemy elves +2

LEGACY ITEM ABILITIES

All the following are legacy item abilities of the *Bow of the Black Archer.*

Drowseeker (Su): At 5th level and higher, while wielding the *Bow of the Black Archer,* you can detect any drow within 60 feet, although you must concentrate (a standard action) to do so. The bow ignores any damage reduction a drow possesses.

Eyes of Shadow (Sp): Beginning at 6th level, once per day on command, you can use *darkvision* as the spell. Caster level 5th.

Longstrider (Sp): At 8th level and higher, three times per day on command, you can use *longstrider* as the spell. Caster level 5th.

Hidden Hunter (Su): At 9th level, you gain a +5 competence bonus on Hide and Move Silently checks.

Solace from Weakness (Sp): You gain power against the poisons and necromancy so commonly used by drow. Starting at 12th level, two times per day on command, you can use *lesser restoration* as the spell (self only). Caster level 5th.

Friend to Shadows (Sp): In near-lightless conditions, you can strike with relative impunity and then vanish without a trace. At 13th level and higher, once per day on command, you can use *shadow walk* as the spell. Caster level 11th.

Shocking Shot (Su): Beginning at 14th level, as a standard action, you can imbue an arrow nocked on the *Bow of the Black Archer* with electricity. If your shot with this arrow hits, the arrow deals an extra 5d6 points of electricity damage. This ability can be used five times per day, and a use is wasted if the charged arrow misses.

Deny the Demonweb Pits (Sp): Lolth's servants have many powerful allies in the Abyss. At 16th level and higher, you gain a measure of defense against them. Two times per day on command, you can use *protection from evil* as the spell. Caster level 10th.

Escape the Spider's Bonds (Su): Webs and other entanglements hold no more fear for a wielder of the *Bow of the Black Archer*. Starting at 17th level, you constantly benefit from the effects of *freedom of movement* while you hold the bow in hand. Caster level 15th.

Mindarmor (Su): At 18th level, you gain a +3 insight bonus on Will saving throws to resist mind-affecting and compulsion effects.

Fast Movement (Su): Once you attain 18th level, your base land speed increases by 10 feet.

Pierce the Black Heart (Su): You and the *Bow of the Black Archer* become the ultimate expression of Shevarash's fury. At 20th level and higher, once per day, you can fire an arrow from the *Bow of the Black Archer* that kills any drow struck by it, as if by a *finger of death* spell. You must declare that you are using this ability before making the attack. If the arrow misses, the effect is wasted for the day. The save DC is 20, or 17 + your Charisma modifier, whichever is higher. Caster level 15th.

ADVENTURE SEED (EL 6)

While exploring underground, the party stumbles across an insane dwarf whose entire clan was wiped out by drow. The dwarf shaved his beard out of grief

SHEVARASH, THE BLACK ARCHER

Elven Demigod
Symbol: Broken arrow above a teardrop
Home Plane: Arvandor
Alignment: Chaotic neutral
Portfolio: Hatred of the drow, vengeance, crusades, loss
Worshipers: Arcane archers, elves, fighters, hunters, rangers, soldiers, sorcerers
Cleric Alignments: CG, CN, CE
Domains: Chaos, Elf*, Retribution*, War
Favored Weapon: "The Black Bow" (longbow)

*New domain detailed in Chapter 3 of *Player's Guide to Faerûn*.

Shevarash is a member of the Seldarine, the Faerûnian pantheon of elven deities. He has no realm of his own but often lurks in the rough mountainous regions of Arvendor.

Shevarash is taciturn, violent, and consumed by thoughts of bitterness and revenge. He never displays any emotion aside from anger and a brief exultation or triumph after each victory. The Black Archer has no patience for those who do not share his zeal for vengeance, and he has no interest in moderating his crusade in the interests of peace. After the slaughter of his family by drow, he swore an oath to Corellon Larethian that he would neither laugh nor smile until Lolth and all her followers were destroyed.

The church of Shevarash is small but disciplined, for only through careful planning will the drow be destroyed. The followers of Shevarash are consumed with their quest to root out and destroy the drow and the sources of power of their dark gods. Individual clerics spend their days drilling, designing tactics for warfare in the Underdark, guarding known entrances to the Underdark, and participating in hit-and-run raids and major assaults on drow-held territories in the Underdark.

Clerics of Shevarash pray for their spells at dusk, just before the drow sneak back into the lands of light. Midwinter Night is observed by the cult of Shevarash in memory of the Dark Court Slaughter, a night of infamy during which drow armies boiled from the Underdark and killed almost everyone attending a meeting between elves and dwarves to renew their alliance. (Shevarash's family was among the casualties of this raid.) On Midwinter Day, those who wish to join the ranks of the clergy are inducted into the faith and shout vows of unceasing vengeance into the night. In honor of Shevarash's vow, they swear never to laugh nor smile until their deity's sacred oath is fulfilled and the drow, along with their dark gods, are expunged from the world.

Shevarash is most closely allied with Fenmarel Mestarine, the elven patron of outcasts and wild elves. Fenmarel petitioned Corellon for Shevarash's apotheosis, and Shevarash spends much of his time in Fennimar, Fenmarel's forest realm. Shevarash has also allied himself with other foes of Lolth as well as deities of revenge, including Callarduran Smoothhands, Hoar, Shar, and Shaundakul. He loathes the evil drow deities, Lolth and Vhaerun chief among them, but is less vindictive toward other evil deities of the Underdark.

See page 130 of the *Faiths and Pantheons* supplement for more on Shevarash.

and left his home to take his revenge upon the dark elves. He slew the members of a small, isolated drow enclave, therein discovering the *Bow of the Black Archer,* which he took up to continue his quest. Unfortunately, the bow's whispers have driven Khofar even more insane, and he now attacks any humanoid he meets, convinced each is a drow in disguise. The PCs might gain *Bow of the Black Archer* by defeating Khofar or by helping the poor dwarf regain his sanity. In this latter case, he gladly gives up "that accursed bow."

KHOFAR **CR 6**

Male dwarf ranger 5
CN Medium humanoid
Init +3; **Senses** darkvision 60 ft., Listen +9, Spot +9
Languages Common, Dwarven, Undercommon

AC 17, touch 13, flat-footed 14; Dodge, +4 AC against giants
hp 31 (5 HD)
Resist +2 on saves against spells and spell-like effects, stability (+4 against bull rush and trip)
Fort +5 (+7 against poison), **Ref** +7, **Will** +2

Speed 20 ft. (4 squares)
Ranged *Bow of the Black Archer* +10 (1d8+1/×3) or
Ranged *Bow of the Black Archer* +8/+8 (1d8+1/×3) with Rapid Shot or
Melee mwk dwarven waraxe +8 (1d10+2/×3)
Base Atk +5; **Grp** +7
Atk Options favored enemy elves +4, favored enemy goblinoids +2, Rapid Shot
Ranger Spells Prepared (CL 2nd):
1st—*longstrider*

Abilities Str 14, Dex 16, Con 12, Int 13, Wis 12, Cha 6
SQ drowseeker, stonecunning, wild empathy +3 (–1 magical beasts)
Feats Dodge, Endurance^{B}, Least Legacy (*Bow of the Black Archer*)^{B}, Rapid Shot^{B}, Track^{B}, Weapon Focus (longbow)
Skills Climb +10, Hide +10, Jump +7, Knowledge (dungeoneering) +6, Listen +9, Move Silently +10, Spot +9, Survival +9 (+11 underground)
Possessions *+1 studded leather, Bow of the Black Archer* with 13 arrows, masterwork dwarven waraxe

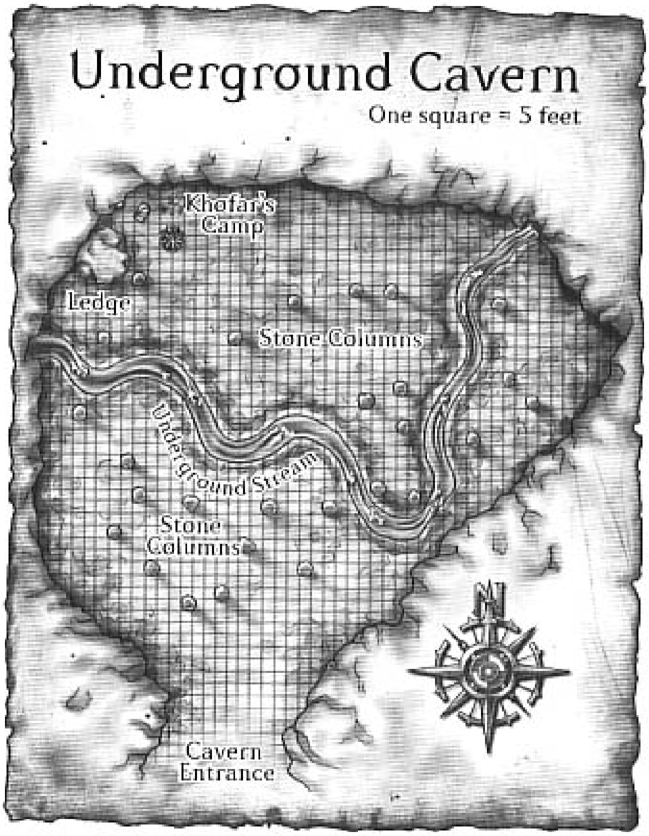
---

Drowseeker (Su) Can detect any drow within 60 feet by using a standard action. *Bow of the Black Archer* ignores DR of drow.

Underground Cavern

Stone Columns

Each of these stone columns is 5 feet across and reaches to the ceiling of the cavern, which is 40 feet high. A column provides cover against ranged attacks and can be climbed with a DC 20 Climb check. Despite their appearance, these columns do not actually support the roof of this cavern.



Underground Stream

Khofar has been using this icy stream as his water supply while he camps here. Jumping the rill requires a DC 5 Jump check, while walking across it counts as moving through difficult terrain.

Ledge

This rocky outcropping is 10 feet off the ground, and it is accessible only by climbing the adjacent stone pillar or by climbing the wall (DC 20 Climb check). The ledge is the location from which Khofar ambushes any creatures entering this cavern.

Khofar's Camp

Remnants of a small campfire and a filthy bedroll indicate that some humanoid creature has been using this site as a camp for several days. The carcasses of several small subterranean animals litter the area, and a backpack containing a spare quiver of twenty arrows, flint and steel, and other sundry adventuring gear rests against the wall.

BRIGHT EVENING STAR

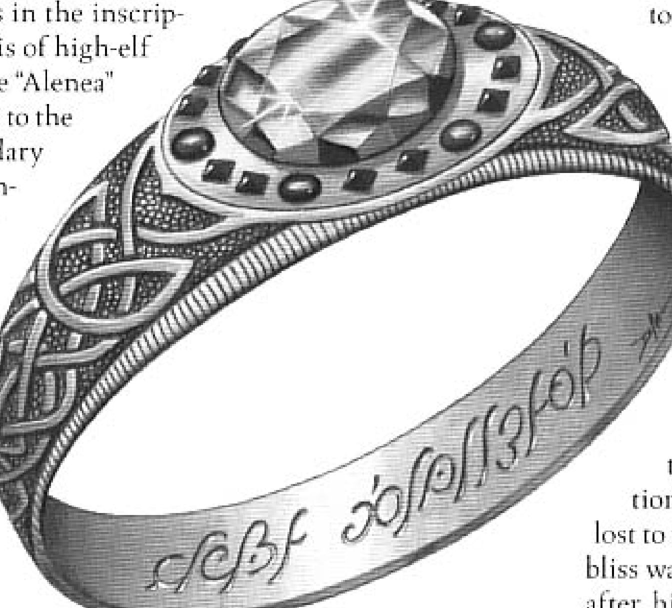
Bright Evening Star is a platinum ring set with a large diamond surrounded by a circle of smaller sapphires and rubies. These gems gleam brightly in even the dullest light. An inscription on the inside of the band reads simply "for Alenea" in Elven.

Nonlegacy Game Statistics: *Bright Evening Star*; Cost 1,500 gp; Weight —. At will, by uttering a command word, you can use *light* as the spell. Caster level 2nd.

Omen: Although the ring fits any hand, nonelves have always reported the loop feels a bit loose or tight. Elves find it sizes perfectly.

HISTORY

Judging from the style of the setting and the form of the Elven letters in the inscription, *Bright Evening Star* is of high-elf craftsmanship. The name "Alenea" might well be a reference to the sorcerer Alenea, a legendary elf hero of three millennia ago. An adventurer and a wanderer, Alenea was the lover of the wizard Eldarniel, court magician to a powerful elven king of old. Since Eldarniel was a legendary crafter of magic items, especially rings, it seems likely that he created *Bright Evening Star* for Alenea, perhaps to aid and protect her on her travels. **(DC 15)**



Bright Evening Star commemorates the love of the elves Eldarniel and Alenea

Illus. by D. Martin

Little is known of Alenea's early life before she completed her magical training and began her adventuring career. She was born in a small fishing village on the coast, and at a young age, she entered one of the elves' many spellcasting academies. When her studies were completed, she joined up with an adventuring troupe along with another young mage, Eldarniel. Together they explored ancient ruins and plumbed arcane secrets, but their chief passion was finding and cataloging the mystical properties of moonlight and starlight. Some loremasters credit them with discovering silver's effects on lycanthropes and crafting the first *ring of shooting stars*. Whether these claims are accurate or not, the pair certainly revealed many potent magical effects centered on the light of the moon and stars. **(DC 18; Starlight on Water)**

After several decades of adventures, Alenea and Eldarniel went their separate ways. Alenea wanted to continue traveling, while Eldarniel wanted to settle down to focus on magical research. When the two parted, Eldarniel gave Alenea *Bright Evening Star*. He told her their love would last as long as the moonlight and the stars. Alenea wore the ring constantly, but she seldom called upon its powers. Because she rarely used it and almost never spoke of it, *Bright Evening Star* goes unmentioned in many stories about Alenea. **(DC 25; Love of the Stars)**

Alenea continued adventuring for two hundred years before she decided to retire. She then returned to Eldarniel, who had in the intervening years risen from skilled artificer to the position of court mage. The two were married. Some obscure texts hint that Alenea crafted a ring with powers of moonlight for her husband's wedding band, but if this is true, no other tales mention the ring and it has been lost to the ages. Sadly, the couple's bliss was short-lived. Just a decade after his marriage, Eldarniel was killed when one of his magical experiments backfired and destroyed his entire lab. Alenea maintained the hope that he had merely been shunted to an alternate plane of existence, but she finally accepted the truth after years of searching. She never remarried. When she died, her body was placed next to Eldarniel's empty tomb, but *Bright Evening Star* was not buried with her. What happened to the ring remains a mystery. **(DC 31, Return What Was Lost)**

LEGACY RITUALS

Three rituals are required to unlock all the abilities of *Bright Evening Star*.

Starlight on Water: You have to find a natural pool of pure, still water and immerse *Bright Evening Star* in

TABLE 3–5: BRIGHT EVENING STAR

Wielder Level	Personal Costs: Save Penalty	Personal Costs: Skill Check Penalty	Personal Costs: Caster Level Penalty	Personal Costs: Spell Slot Loss	Abilities
5th	—	—	—	—	Starbright
6th	–1	—	—	1st	*Fire of the heart*
7th	—	—	–1	—	*Enthralling lights* 3/day
8th	—	–1	—	2nd	*Color spray* 3/day
9th	—	—	—	—	—
10th	—	—	—	3rd	*Blinding flash* 3/day
11th	—	—	—	—	*Shooting stars* 2/day
12th	—	—	—	4th	—
13th	—	—	–2	—	*Glittering motes* 1/day
14th	—	—	—	5th	Starlight resistance
15th	—	—	—	—	—
16th	—	—	—	6th	*Twinkle* 3/day
17th	—	—	—	—	*Silver starlight* 1/day
18th	—	—	—	7th	*Starlight dispelling* 1/day
19th	—	—	—	—	*Tales in the sky* 1/day
20th	—	—	—	8th	*Call down a star* 1/2 days

it from dusk until dawn. *Cost:* 4,000 gp. *Feat Granted:* Least Legacy (*Bright Evening Star*).

Love of the Stars: You are required to spend a full day and night in study, contemplation, or appreciation of the stars. This might take the form of stargazing at night, studying astrological charts, reading texts or myths about the stars, or even composing poems or odes to their beauty. *Cost:* 13,500 gp. *Feat Granted:* Lesser Legacy (*Bright Evening Star*).

Return What Was Lost: After traveling to the tomb of Alenea and Eldarniel, you are obliged to place the ring upon the finger of the stone effigy atop Alenea's coffin. According to legend, the ring turns to stone and fuses with the casket if the spirit of Alenea judges you unworthy. *Cost:* 43,000 gp. *Feat Granted:* Greater Legacy (*Bright Evening Star*).

WIELDER REQUIREMENTS

Bards, sorcerers, or wizards are the most likely wearers of *Bright Evening Star*, but any character with arcane spellcasting ability might find it a useful tool.

BRIGHT EVENING STAR WIELDER REQUIREMENTS

Ability to cast 1st-level arcane spells
Knowledge (arcana) 3 ranks
Any nonevil alignment

LEGACY ITEM ABILITIES

All the following are legacy item abilities of *Bright Evening Star*.

Starbright (Su): When you reach 5th level, the stars seem to shine brighter. You gain low-light vision as long as starlight is visible. If you already have innate low-light vision, the range of your sight triples in starlight.

Fire of the Heart (Sp): At 6th level and higher, at will on command, you can evoke a burst of magical starlight, which works as a *faerie fire* spell. The light created is blue. Caster level 5th.

Enthralling Lights (Sp): Starting at 7th level, three times per day on command, you can create an area of dancing stars and glowing dust, duplicating the effect of a *hypnotic pattern* spell. The save DC is 11, or 11 + your Charisma modifier, whichever is higher. Caster level 5th.

Color Spray (Sp): At 8th level and higher, you can command *Bright Evening Star* to emit a fountain of multicolored light that functions as a *color spray* spell. The save DC is 11, or 11 + your Charisma modifier, whichever is higher. This ability is usable three times per day. Caster level 5th.

Blinding Flash (Sp): Beginning at 10th level, three times per day on command, you can cause *Bright Evening Star* to flare with a pulse of sudden, bright light that acts as a *blindness* spell. The save DC is 13, or 12 + your Charisma modifier, whichever is higher. Caster level 5th.

Shooting Stars (Sp): At 11th level and higher, two times per day, you can command *Bright Evening Star* to fire five darts of force that look like shooting stars. They function as a *magic missile* spell cast by a 10th-level caster.

Glittering Motes (Sp): Starting at 13th level, once per day on command, you can use *glitterdust* as the spell. The save DC is 13, or 12 + your Charisma modifier, whichever is higher. Caster level 5th.

Starlight Resistance (Su): At 14th level, *Bright Evening Star* grants you a +3 resistance bonus on all saving throws. At your option, the effect creates a glimmer of hundreds of tiny stars, which are visible on your body and clothing.

Twinkle (Sp): At 16th level and higher, three times per day on command, you can use *blink* as the spell. Your image seems to flicker like a twinkling star. Caster level 11th.

Silver Starlight (Sp): Beginning at 17th level, once per day on command, you can summon forth up to four beams of painfully bright, cold light. This ability functions much like *sunbeam*, but the light is pure, focused starlight and moonlight. The beam deals no extra damage to undead. Instead, lycanthropes take damage from the beam as if they were undead being affected by a normal *sunbeam* spell. Fungi, mold, oozes, and slimes still take extra damage (as if they were lycanthropes). The save DC is 20, or 17 + your Charisma modifier, whichever is higher. Caster level 15th.

Starlight Dispelling (Sp): At 18th level and higher, once per day on command, you can use *greater dispel magic* as the spell. If the dispelling attempt is initiated by night under an unclouded sky, the associated caster level check is made with a +5 bonus. Caster level 15th.

Tales in the Sky (Sp): Many sages know that the future can be read through the stars, but few realize that, by tracing their movements backward, secrets of long ago can be divined. Beginning at 19th level, once per day on command, you can use *legend lore* as the spell. You must be able to see the stars for this ability to function. Caster level 15th.

Call Down a Star (Sp): At 20th level and higher, once every other day on command, you can summon an elder fire elemental. Caster level 17th.

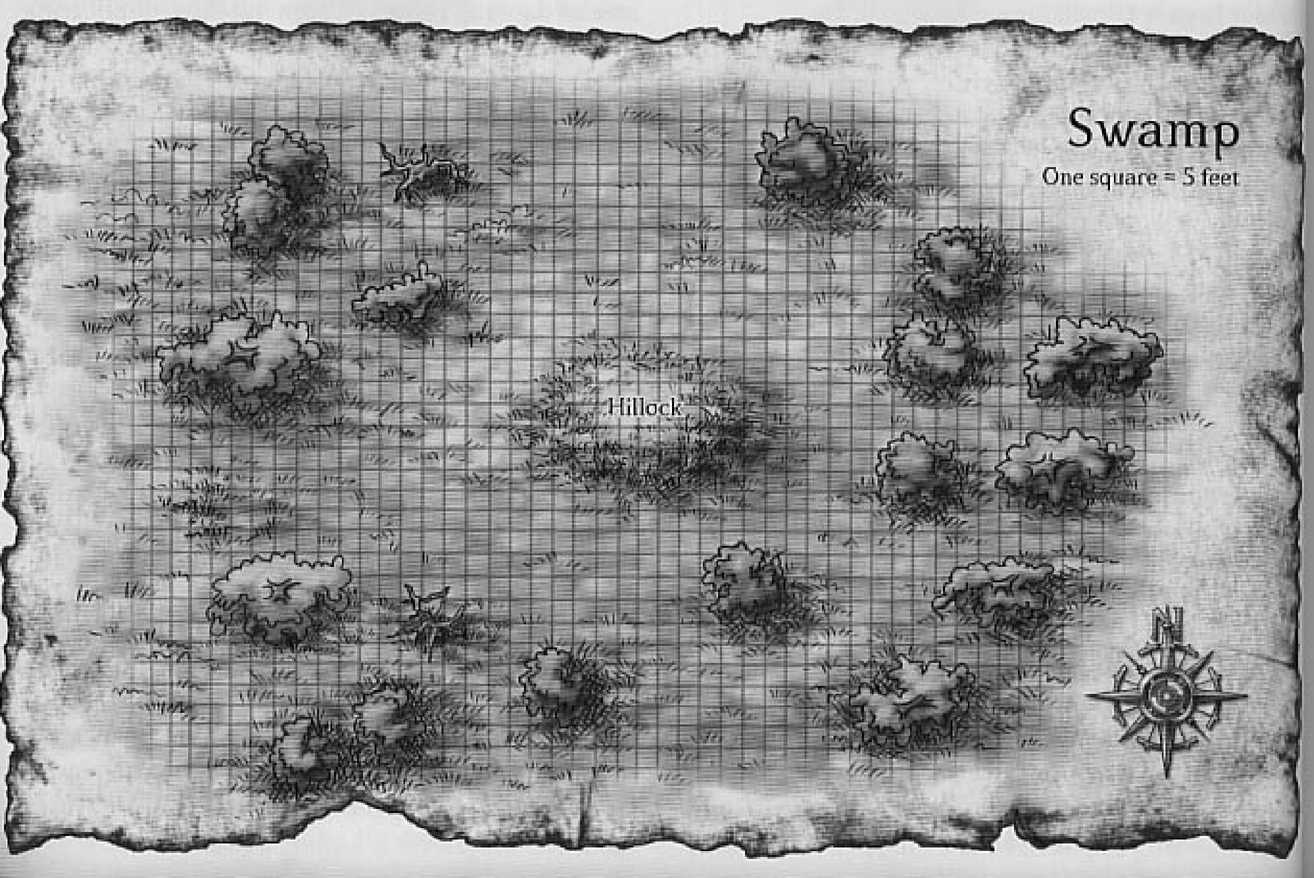
ADVENTURE SEED (EL 6)

While trekking through the forest one night, the PCs spot a strange light off in the distance that seems to beckon to them. The light is a will-o'-wisp, which is hovering over a grassy hillock in the center of the swamp. Upon examining this mound, the victorious adventurers find *Bright Evening Star*.

Will-o'-Wisp: hp 40 (see page 255 of the *Monster Manual*).

Hillock

This small "island" in the swamp is where *Bright Evening Star* lies, untarnished despite being left in the mud. The island is actually a mound of tough, knotted grass and thicker mud.

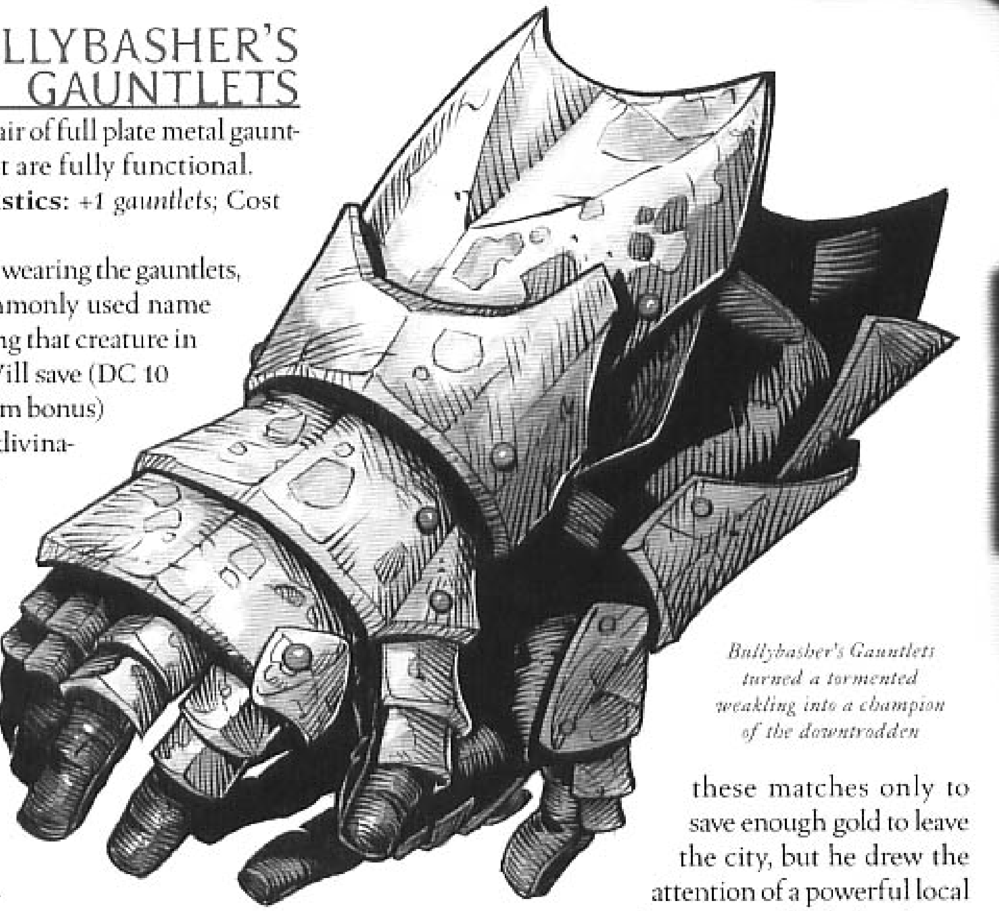


BULLYBASHER'S GAUNTLETS

Bullybasher's Gauntlets are a pair of full plate metal gauntlets that look well worn but are fully functional.

Nonlegacy Game Statistics: *+1 gauntlets*; Cost 4,604 gp.

Omen: Once per day, while wearing the gauntlets, you can learn the most commonly used name of any one creature by looking that creature in the eyes. The target gets a Will save (DC 10 +1/2 your HD + your Wisdom bonus) to negate the effect. This is a divination effect (caster level 3rd).



Bullybasher's Gauntlets turned a tormented weakling into a champion of the downtrodden

Illus. by D. Crabapple

HISTORY

Pelt was the scrawny, illegitimate child of a prostitute, and a target for every bully in his town. He earned his keep by cleaning shop and smelting metal for a local blacksmith. The older boys of the streets hunted poor Pelt down every day, but the boy refused to cower to anyone. It didn't matter how much the other kids ganged up on him, he heeded his mother's words and never fought back. Pelt didn't throw a single punch, but his unwillingness to be intimidated earned him a regular beating. While Pelt was healing from one particularly bad thrashing, his mother caught a seasonal virus. The impoverished woman couldn't afford medicine while Pelt was incapacitated, and the gang that skimmed her profits wouldn't help either. She died, and the blacksmith took Pelt in. When he recovered, Pelt took a pair of discarded metal gloves from the blacksmith and began wearing them in public. These gloves came to be known as *Bullybasher's Gauntlets*. **(DC 15)**

The oversized gauntlets made Pelt a target right away, which was exactly what he wanted. He watched the faces of the street kids contort into ugly expressions of greed as they rushed him. Outnumbered as usual, Pelt fought back this time. He kept throwing punches until each attacker had been flattened in turn, sending boy after boy sprawling on the cobblestones. Pelt had taken his thumps over the years, but he had learned from each one. **(DC 20; Knock Them Down)**

It wasn't long before Pelt's skills as a pugilist attracted an unscrupulous merchant who organized bouts against the young man for entertainment and profit. Pelt fought in these matches only to save enough gold to leave the city, but he drew the attention of a powerful local crime gang called the Green Daggers. The gang wanted Pelt to muscle their "tax" from the neighborhood businesses. Most storekeepers paid into the protection racket without complaint, except for a solitary blacksmith—the same one who had raised Pelt after his mother died. Pelt defied the gang and defended his adoptive father. He proceeded to take out every leg-breaker and assassin sent after him. Taking this as a sign of weakness, the other gangs in the local underworld made quick work of the remaining Green Daggers. **(DC 25; Call Them Out)**

It was around this time that the local shop owners approached Pelt and offered to pay him for his protection. Pelt accepted. The community was too large for one man to look after, so Pelt recruited deputies from among the townsfolk who used to bully him when they were children. With their help, he organized a militia to resist the new gangs that had formed when the Green Daggers were dismantled. Without realizing it, Pelt had decided to stay put. The city had somehow become more appealing, and Pelt now felt like he belonged. Under his stewardship, the community prospered. Pelt used much of his own wealth to finance a hospital for the poor, so poverty would never again make the difference between one of them living or dying. **(DC 30; Build Them Up)**

TABLE 3–6: BULLYBASHER'S GAUNTLETS

Wielder Level	Personal Costs: Attack Penalty	Personal Costs: Skill Check Penalty	Personal Costs: Hit Point Loss	Personal Costs: Skill Point Loss	Abilities
5th	—	—	—	—	Sturdy grip
6th	—	—	2	4	Knock silly 2/day
7th	–1	—	—	—	Solitary warrior
8th	—	—	—	—	Cheat death 1/day
9th	—	—	—	—	—
10th	—	–1	2	2	Power of one +2
11th	—	—	—	—	Rough and tumble
12th	—	—	—	2	*+2 gauntlets*
13th	–2	—	—	—	Giant bearing
14th	—	—	2	—	Power of one +4
15th	—	—	—	2	Stone gathering
16th	—	–2	—	—	*+3 gauntlets*
17th	—	—	—	—	Frightful presence
18th	—	—	2	2	No wound too big, power of one +6
19th	—	–3	—	2	Lightning punch
20th	—	—	—	2	*+4 gauntlets*

LEGACY RITUALS

Three rituals are required to unlock all the abilities of *Bullybasher's Gauntlets.*

Knock Them Down: You must single-handedly defeat a bully, or a group of bullies, with an Encounter Level at least equal to your character level. *Bullybasher's Gauntlets* must be your only weapons. *Cost:* 1,400 gp. *Feat Granted:* Least Legacy (*Bullybasher's Gauntlets*).

Call Them Out: Using any means at your disposal, you have to undermine a hidden organization that exploits innocent people for profit. *Cost:* 12,000 gp. *Feat Granted:* Lesser Legacy (*Bullybasher's Gauntlets*).

Build Them Up: You must adopt a defenseless community and organize its resources to help those living there to protect themselves. *Cost:* 40,000 gp. *Feat Granted:* Greater Legacy (*Bullybasher's Gauntlets*).

WIELDER REQUIREMENTS

The wielders of *Bullybasher's Gauntlets* are characters who prefer unarmed combat, most commonly unorthodox fighters, barbarians, and a few rare monks.

BULLYBASHER'S GAUNTLETS
WIELDER REQUIREMENTS

Base attack bonus +2
Knowledge (local) 2 ranks
Improved Unarmed Strike

LEGACY ITEM ABILITIES

All the following are legacy item abilities of *Bullybasher's Gauntlets.*

Sturdy Grip (Su): At 5th level, while wearing *Bullybasher's Gauntlets,* you gain a +4 bonus on opposed grapple checks to establish a hold (but no other grapple checks).

Knock Silly (Su): At 6th level and higher, when you deal damage to an opponent with *Bullybasher's Gauntlets,* that opponent is affected as if by the *touch of idiocy* spell. You must decide whether or not to use this ability before making the attack roll, and if you miss, the attempt is wasted for the day. This ability is usable two times per day. Caster level 5th.

Solitary Warrior (Su): Starting at 7th level, when you are adjacent to at least two foes and no ally is within 30 feet, the effective enhancement bonus of *Bullybasher's Gauntlets* increases by 1 and you deal an extra 1d6 points of damage with each successful attack made with the gauntlets.

Cheat Death (Su): At 8th level and higher, you automatically heal 1 hit point if your hit points drop to between –1 and –9. This ability functions once per day.

Power of One (Su): At 10th level, *Bullybasher's Gauntlets* grant a +2 enhancement bonus to your Constitution score. At 14th level, the bonus rises to +4. It rises to +6 at 18th level.

Rough and Tumble (Su): At 11th level, you gain damage reduction 5/magic.

Giant Bearing (Su): Beginning at 13th level, you can multiply your weight by 8, gaining a +2 size bonus to Strength, a –2 size penalty to Dexterity (to a minimum of 1), a –1 penalty on attack rolls, and a +4 bonus on grapple checks. You double your carrying capacity and can grapple Huge creatures. You do not physically become larger and do not gain a longer reach, nor do you take size penalties on attacks, AC, and Hide checks. This ability can be used at will and lasts 10 minutes each time it is activated. Caster level 10th.

Stone Gathering (Su): At 15th level and higher, when the giant bearing ability is activated, you can hurl rocks weighing 40 to 50 pounds each (Small objects) up to five range increments. The range increment is 120 feet, and the rocks deal 2d6 (plus Strength modifier) points of bludgeoning damage.

This ability also allows you to catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, when you would normally be hit by a rock, you can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. If the projectile has a magic enhancement bonus on attack rolls, the DC increases by that amount. You must be ready for and aware of the attack (not flat-footed) to make a catching attempt.

Frightful Presence (Su): Starting at 17th level, when the giant bearing ability is activated, you unsettle surrounding foes when you are attacking or charging. Creatures within a radius of 30 feet are subject to the effect if they have fewer Hit Dice than you. A potentially affected creature that succeeds on a Will save (DC 10 + 1/2 your character level + your Charisma modifier) suffers no ill effect and is immune to your frightful presence for 24 hours. Those who fail the save become shaken for 4d6 rounds.

No Wound Too Big (Su): At 18th level and higher, while wearing *Bullybasher's Gauntlets*, you heal 2 points of damage every hour (1 point of damage per gauntlet). This ability cannot be aided by the Heal skill. Nonlethal damage heals at a rate of 2 points of damage every 5 minutes (1 point of nonlethal damage per gauntlet). If you lose a limb, an organ, or any other body part while wearing *Bullybasher's Gauntlets*, the gauntlets cause it to grow back, as per the *regeneration* spell. In any case, only damage you take while wearing the gauntlets is healed or regenerated.

Lightning Punch (Su): Beginning at 19th level, once per day on command, you can charge *Bullybasher's Gauntlets* with *chain lightning*. The next creature struck by the gauntlets is the target of the spell, and secondary bolts can strike other foes within 30 feet. A charge is maintained until the gauntlets strike a creature or you discharge it harmlessly by touching an object. The save DC is 19, or 16 + your Charisma modifier, whichever is higher. Caster level 15th.

ADVENTURE SEED (EL 6)

Yulgor earned the right to wear *Bullybasher's Gauntlets* by defeating a goblinoid despot of his clan, but in so doing he ended up being much like the tyrant he displaced. Now that Yulgor has unlocked the secrets to his gloves, he's been throwing his weight around. After laying waste to his own tribe, the bugbear forced his way into a poorly defended town where he now makes a nuisance out of himself, taunting the guards and townsfolk. Nobody in the village has been able to best the churl, so the leaders of the settlement ask the heroes to solve their bugbear problem.

As the party enters the tavern, they can hear Yulgor's drunken roaring, demanding ale and challenging all comers.

YULGOR **CR 6**
Male bugbear rogue 3
CE Medium humanoid (goblinoid)
Init +4; **Senses** darkvision 60 ft., Listen +6, Spot +6
Languages Common, Elven, Goblin

AC 21, touch 14, flat-footed 17
hp 36 (6 HD)
Resist evasion
Fort +4, **Ref** +10, **Will** +2

Speed 30 ft. (6 squares)
Melee *Bullybasher's Gauntlets* +9 (1d3+5) or
Melee *Bullybasher's Gauntlets* +7/+7 (1d3+5) with Two-Weapon Fighting or
Ranged mwk composite shortbow +9 (1d6+4/19–20)
Base Atk +4; **Grp** +8 (+12 to establish a hold)
Atk Options sneak attack + 2d6, Power Attack
Special Actions knock silly
Combat Gear 3 *potions of cure light wounds*

Abilities Str 18, Dex 18, Con 15, Int 12, Wis 10, Cha 6
SQ sturdy grip, trapfinding, trap sense +1
Feats Improved Unarmed Strike, Least Legacy (*Bullybasher's Gauntlets*)^{B}, Power Attack, Two-Weapon Fighting
Skills Disable Device +7, Hide +8, Jump +10, Knowledge (local) +3, Listen +6, Move Silently +11, Open Lock +10, Spot +6, Tumble +10
Possessions combat gear plus masterwork chain shirt, *Bullybasher's Gauntlets*, masterwork composite shortbow (+4 Str bonus) with 20 arrows, masterwork thieves' tools

Knock Silly (Su) 2/day—declare before attack roll, miss wastes attempt, affect damaged target with *touch of idiocy* as the spell.
Sturdy Grip (Su) +4 bonus on opposed grapple checks to establish a hold.

Tavern Brawl

Entranceway/Cloakroom

The walls are lined with hooks on which customers' clothes and weapons have been hung.

Stairs to Inn

Twenty guests currently occupy rooms on the upper floor. The sounds of battle might attract the curious, or those who just enjoy a good bar fight. (This might cause the battle to spread, even spilling into other rooms.)

Kitchen

Pots are on the boil and meals are roasting in ovens for the tavern's patrons. Haunches of fresh wild game hang from the ceiling.

Improvised Weapons: The kitchen contains many items that are suitable as improvised weapons. Assorted cutting utensils deal 1d4 points of piercing or slashing damage, and tankards or pots deal 1d4 points of bludgeoning damage. In a pinch, a haunch of meat can serve as a club that deals 1d6 points of bludgeoning damage. The contents of boiling pots can be hurled to deal 1d6 points of scalding damage, requiring a ranged touch attack.

Bar

The bar connects with the kitchen area and also has a countertop that flips upward.

Tavern Room

The room is filled with tables, but few customers occupy them at the moment. Chairs have been thrown aside roughly, and one long table is covered with empty mugs and food scraps.

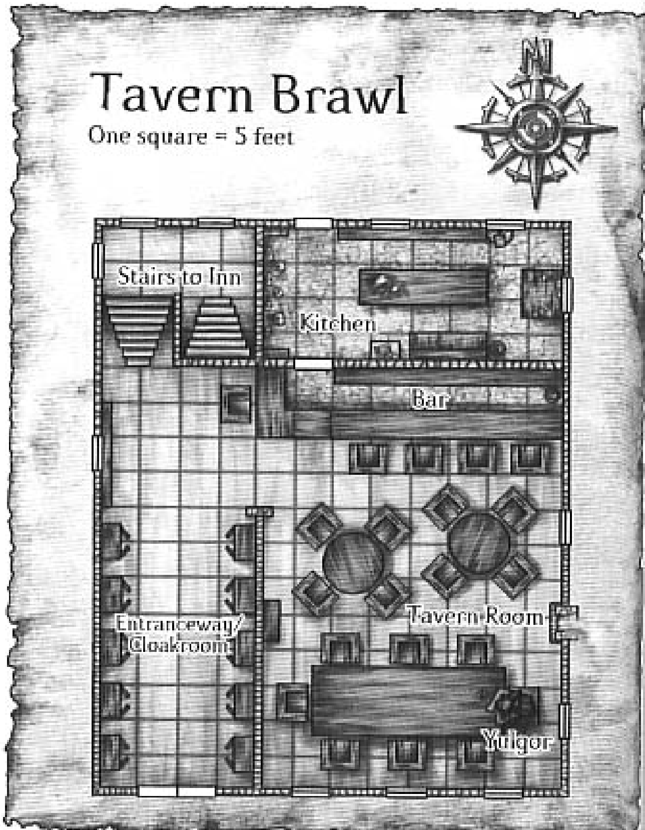
Improvised Weapons: The bar and tavern room are full of items that can be used as improvised weapons. Bottles deal 1d4 points of damage (bludgeoning if whole, slashing if broken), tankards deal 1d4 points of bludgeoning damage,. Legs can be broken off chairs to deal 1d6 points of bludgeoning damage. Chairs swung with two hands deal 1d10 points of bludgeoning damage.

Yulgor

At the long table is the bugbear, who has been harassing tavern customers and demanding a constant supply of food and ale.

Tactical Notes

Yulgor is not only belligerent—he's roaring drunk. This has made him even more aggressive in combat than normal, at the same time making him less interested in self-defense.



Round 1: When confronted, the bugbear lunges from his chair and swings it at the offending character. This is an improvised weapon that counts as a greatclub (1d10 points of bludgeoning damage, -4 penalty on attack roll). He doesn't use Power Attack, since it is an impulsive move (and he can't afford additional attack penalties). This improvised weapon still deals bonus sneak attack damage if that opponent is flat-footed.

Round 2: If Yulgor acts early in the round, he hurls himself at the nearest character and attempts to start a grapple. Assuming the character is within 5 feet, Yulgor makes two attacks: the first to establish a grapple and the second to smack the opponent upside the head with Bullybasher's Gauntlets. He uses Power Attack if the opponent is lightly armored. He also makes a knock silly attempt against an obvious spellcaster, such as a cleric or sorcerer. If the opponent is more than 5 feet away, Yulgor charges if possible.

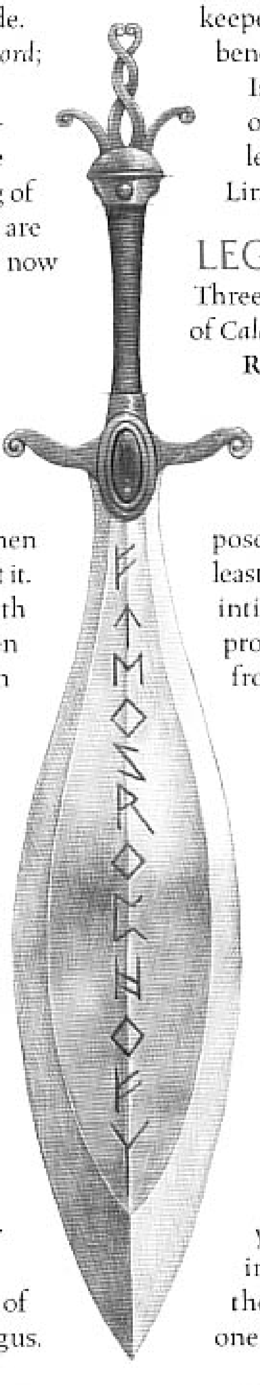
Round 3 and Beyond: If the grapple (and knock silly attempt, if used) is successful, Yulgor whales away against the grappled opponent, using Power Attack unless the opponent is wearing substantial armor. He does not pull his punches.

CALADBOLG

Caladbolg is a leaf-bladed short sword. It is perfectly balanced, and its edge seems to glitter hungrily when it is wielded. Runic glyphs decorate the blade.

Nonlegacy Game Statistics: *+1 short sword*; Cost 2,310 gp.

Omen: The runes on the blade of this legacy item shift and change subtly each time a new creature acquires the weapon, telling of the new wielder's exploits. The markings are actually an archaic language, and they have now shifted to tell of your heritage and deeds.



Caladbolg comes to the aid of a great hero in need

HISTORY

Caladbolg ("hard lightning" or "hard belly") is a legendary sword of heroes among the barbarian tribes of the western forests. According to their tales, it can be found only when a great hero has need of it, and when it is drawn in battle, no one can stand against it. Stories featuring the sword often credit it with cutting through armor, millstones, and even a mountain in one notable case. Although many of these stories are certainly mere legends, *Caladbolg* does have many amazing powers. **(DC 15)**

Caladbolg's most recent owner was the deposed king of the western tribes, Fergus. Fergus was a warrior-poet, famous for his legendary virility as well as his power in battle. As part of a ploy to woo a woman named Neasa, Fergus gave his throne to Neasa's son for one year. When Fergus tried to reclaim his rightful title, the temporary king and Fergus's tribe alike refused to accept the ruler back. Outraged at this treachery, Fergus joined forces with the queen of a rival tribe and went to war against his former kingdom. **(DC 18; Rite of the Stag)**

The warrior Nuada was said to be the son of a god, and he owned *Caladbolg* before Fergus. With the aid of the sword, Nuada became a great leader of his people and ruled them wisely for many years. He was finally slain in battle by Baloch, a half-fiend fire giant chieftain. *Caladbolg* was buried with Nuada. Tales say the gods reclaimed it, hiding the blade until a hero again has need of its power. **(DC 25; Slaying Baloch)**

Nuada was indeed the half-mortal child of a god, Lir, who crafted *Caladbolg* as a gift for the ancient king. A sea deity worshiped by the western barbarians, Lir is a mysterious entity who claims to be the oldest of his pantheon. He is portrayed not only as a keeper of many secrets and mysteries, but also as a benevolent protector and guardian of the Blessed Isles where the spirits of the dead dwell. Many of the greatest heroes of the western tribes' legends are said to be the foster children of Lir. **(DC 31; Rite of the Sea's Child)**

LEGACY RITUALS

Three rituals are required to unlock all the abilities of *Caladbolg*.

Rite of the Stag: To the western barbarians, the stag is a symbol of virility and fertility, but the name of this ritual is actually a sly nod toward Fergus's reputation. To pass this rite, you have to emulate the deposed king of legend by successfully wooing at least five persons in a 24-hour period. No physical intimacy need occur—you merely need to improve the attitudes of the five selected persons from neutral to friendly (see the sidebar Influencing NPC Attitudes, page 72 of the *Player's Handbook*). You can accomplish this task by using skills, performing deeds, or even casting spells. *Cost:* 1,700 gp. *Feat Granted:* Least Legacy (*Caladbolg*).

Slaying Baloch: You must face a giant, with a CR equal to your level or higher (maximum CR 16), in single combat. *Caladbolg* must be your only weapon, but you can use any spells, abilities, or other magic items you possess. *Cost:* 13,500 gp. *Feat Granted:* Lesser Legacy (*Caladbolg*).

Rite of the Sea's Child: You are required to seek the blessings of Lir. To do so, you must travel out to sea for a day's journey beyond sight of land, wrap yourself in heavy iron chains, and leap into the water. You must then survive at the bottom of the ocean for one day, facing whatever challenges Lir poses, from hungry aquatic monsters to mysterious puzzles. *Cost:* 38,000 gp. *Feat Granted:* Greater Legacy (*Caladbolg*).

WIELDER REQUIREMENTS

Barbarians, fighters, and rangers get the most use out of *Caladbolg*, but any character who focuses on melee combat will find the sword a welcome addition to his arsenal.

Illus. by W. England

TABLE 3–7: CALADBOLG

Wielder Level	Personal Costs Attack Penalty	 Reflex Save Penalty	 Hit Point Loss	Abilities
5th	—	—	—	Strength of heroes +2
6th	–1	—	—	Bull's charge
7th	—	–1	2	*+1 mighty cleaving short sword*
8th	—	—	2	Defiance of heroes
9th	—	–2	—	Sword eater
10th	—	—	2	—
11th	—	—	—	Strength of heroes +4
12th	–2	—	—	—
13th	—	—	—	*+2 mighty cleaving short sword*
14th	—	—	2	—
15th	—	–3	—	Unstoppable cleave
16th	—	—	2	*+3 mighty cleaving short sword*
17th	—	—	—	Strength of heroes +6
18th	–3	—	—	—
19th	—	—	—	*+4 mighty cleaving short sword*
20th	—	–4	—	Imprisoning stroke

CALADBOLG WIELDER REQUIREMENTS

Base attack bonus +3
Perform (any) 1 rank
Power Attack

LEGACY ITEM ABILITIES

All the following are legacy item abilities of *Caladbolg*.

Strength of Heroes (Su): At 5th level, you gain a +2 enhancement bonus to Strength. This bonus rises to +4 at 11th level and to +6th at 17th level.

Bull's Charge (Su): At 6th level, you gain a +4 bonus on the opposed Strength check made during a bull rush attempt, and you push your opponent back an additional 5 feet if the attempt is successful.

Defiance of Heroes (Su): At 8th level, you gain a +2 resistance bonus on all saving throws.

Sword Eater (Su): At 9th level and higher, when you use *Caladbolg* to attempt to sunder an opponent's weapon, you gain a +4 bonus on the opposed attack roll. You deal 4 extra points of damage when using *Caladbolg* against any object.

Unstoppable Cleave (Su): Starting at 15th level, even if you fail to drop an opponent with an extra attack granted by the Great Cleave feat when wielding *Caladbolg*, you can still make an extra attack against another eligible foe as though you had dropped the previous enemy. This ability can be used only once per round.

Imprisoning Stroke (Su): Beginning at 20th level, once per day you can imprison a foe struck by the sword beneath the earth, as the *imprisonment* spell. You must declare that you are activating the effect before you make the attack roll. The struck creature must make a Will save to avoid the spell's effects. The save DC is 23, or 19 + your Charisma modifier, whichever is higher. If the attack misses, the ability is wasted for the day. Caster level 17th.

ADVENTURE SEED (EL 7)

While traveling through a forested land, the explorers hear of *Caladbolg* and its fey guardian. That sentinel is Kyrotates, a satyr. Kyrotates fancies himself a fierce combatant and challenges any who cross his path, secondarily guarding a faerie ring from trespassers and *Caladbolg* from the unworthy. He's not interested in battling to the death, though, and any warrior who can best the mighty satyr in one-on-one combat wins *Caladbolg*. Kyrotates uses his bard abilities only when threatened by multiple opponents and does not possess pipes.

KYROTATES CR 7

Male satyr bard 2/fighter 2
CN Medium fey
Init +6; **Senses** low-light vision, Listen +14, Spot +14
Languages Common, Sylvan

AC 22, touch 13, flat-footed 20; Dodge
hp 63 (9 HD); **DR** 5/cold iron
Fort +9, **Ref** +9, **Will** +9

Speed 40 ft. (8 squares)
Melee *Caladbolg* +9 (1d6+5) and
head butt +3 (1d6+2)
Base Atk +5; **Grp** +9
Atk Options Cleave, Improved Bull Rush plus bull's charge (+12 total on bull rushes), Improved Sunder and sword eater (+17 total on sunder attempts with *Caladbolg*, 1d6+9 damage), Power Attack
Combat Gear *potion of cure light wounds*
Bard Spells Known (CL 2nd):

1st (1/day)—*cure light wounds* (DC 14), *lesser confusion* (DC 14)
0 (3/day)—*dancing lights, detect magic, ghost sound* (DC 13), *lullaby* (DC 13), *prestidigitation*

Abilities Str 18, Dex 14, Con 16, Int 12, Wis 10, Cha 16
SQ bardic knowledge +3, bardic music 2/day (inspire courage +1, fascinate 1 target, countersong)
Feats Alertness^{B}, Cleave, Dodge, Improved Bull Rush^{B}, Improved Initiative, Improved Sunder^{B}, Least Legacy (*Caladbolg*)^{B}, Power Attack
Skills Balance +5, Bluff +11, Diplomacy +7, Hide +13, Intimidate +11, Knowledge (nature) +9, Listen +14, Move Silently +13, Perform (dance) +12, Perform (wind instruments) +15, Sense Motive +5, Spot +14
Possessions combat gear plus masterwork chain shirt, masterwork light wooden shield, *Caladbolg, ring of protection* +1, recorder

---

Bull's Charge (Su) +4 bonus on bull rush attempts. Opponent pushed +5 feet on success.
Sword Eater (Su) +4 bonus on sunder attempts with *Caladbolg*. +4 points of damage when using *Caladbolg* against any object.

Satyr's Glen

Faerie Ring

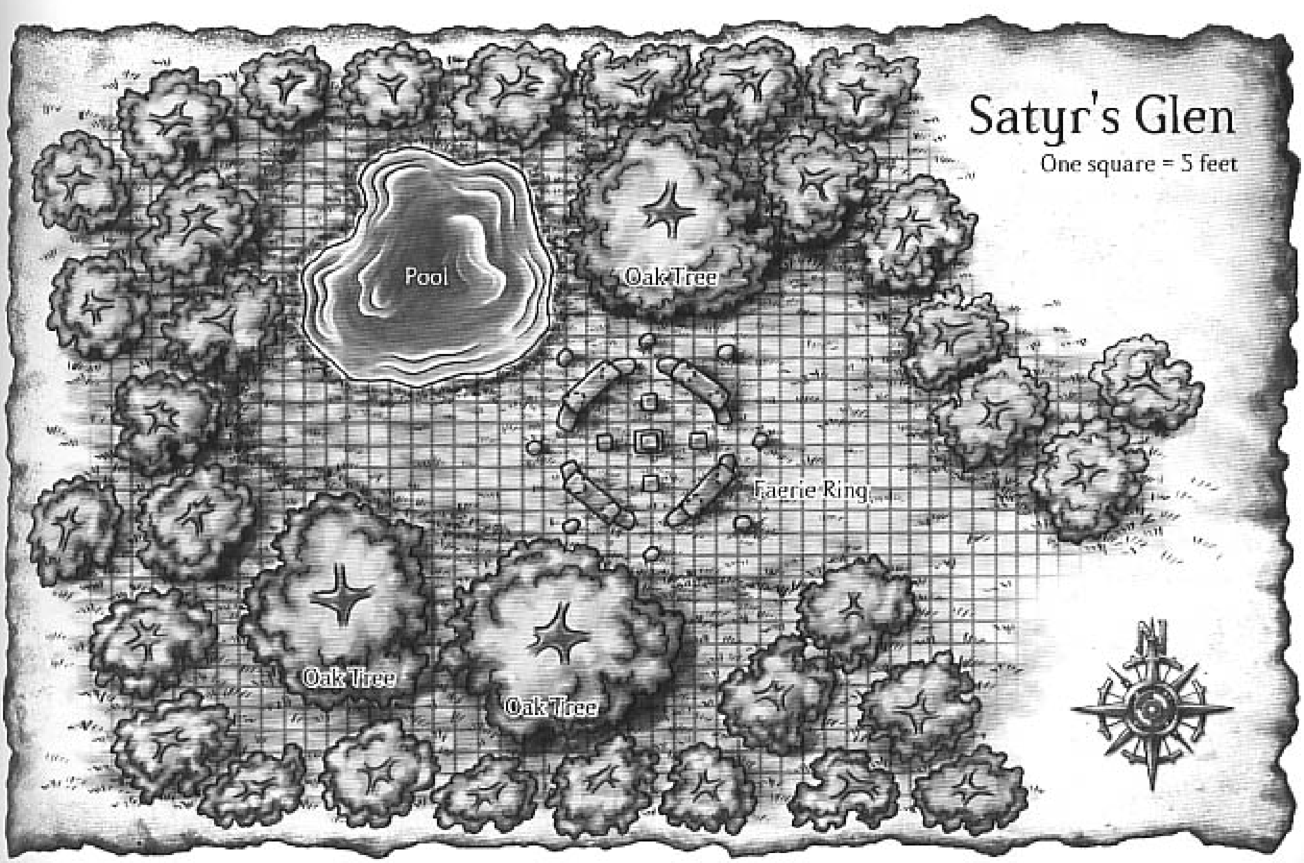
Anyone stepping into this ring of standing stones feels a strange, giddy sensation. This magically induced emotion is a mind-affecting effect, and it has an equal chance of granting someone a +1 morale bonus or a –1 morale penalty on attack rolls and saving throws. (Roll d%: 01–50 grants the bonus; 51–00 grants the penalty). This effect lasts as long as the character remains in the circle and an additional 1d6 rounds after she leaves it. A stone can be knocked over with a DC 20 Strength check, which immediately ends any active effects and enrages Kyrotates. The satyr attacks the character who knocked over a stone.

Oak Trees

These oak trees are easy to climb (Climb DC 5), and their thick foliage grants concealment to creatures in their branches. They also make excellent vantage points for snipers. Anyone attempting to fire a longbow must either take a –2 penalty on attack rolls due to the awkwardness of firing from a sitting position or make a DC 15 Balance check each round to stand on a branch.

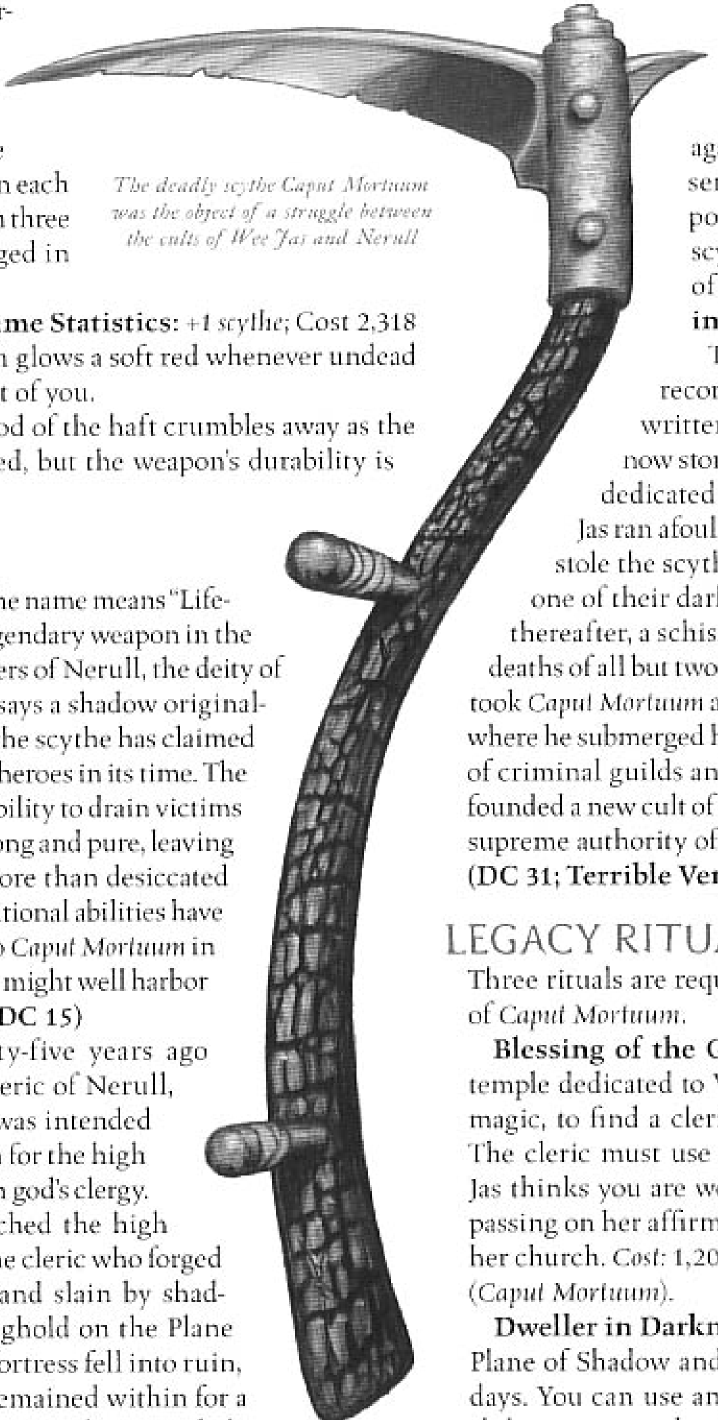
Pool

This pool is shallow around the edges but deepens to 15 feet rapidly. Moving through the squares that make up the edge of the pool counts as moving through difficult terrain. Any character who travels more than 1 square into the pool must begin to swim.



CAPUT MORTUUM

Caput Mortuum is a grim, somber-looking scythe with a haft of wood charred so badly that it resembles little more than charcoal. The blade is made of a lusterless gray metal and is wholly unadorned, except for a lone glyph engraved on each side—a circle with three small dots arranged in a "V" shape.



The deadly scythe Caput Mortuum was the object of a struggle between the cults of Wee Jas and Nerull

Illus. by D. Martin

Nonlegacy Game Statistics: *+1 scythe*; Cost 2,318 gp. The "V" glyph glows a soft red whenever undead are within 60 feet of you.

Omen: The wood of the haft crumbles away as the weapon is wielded, but the weapon's durability is unaffected.

HISTORY

Caput Mortuum (the name means "Lifeless Head") is a legendary weapon in the lore of the followers of Nerull, the deity of death. Tradition says a shadow originally crafted it, and the scythe has claimed the lives of many heroes in its time. The weapon has the ability to drain victims of everything strong and pure, leaving them nothing more than desiccated husks. Many additional abilities have been attributed to *Caput Mortuum* in bards' tales, and it might well harbor hidden secrets. **(DC 15)**

Forged seventy-five years ago by a powerful cleric of Nerull, *Caput Mortuum* was intended as a great weapon for the high priest of the death god's clergy. But it never reached the high priest's hands. The cleric who forged it was attacked and slain by shadows in his stronghold on the Plane of Shadow. The fortress fell into ruin, and the scythe remained within for a time. A necromancer discovered the weapon as he was exploring the crumbling edifice. Since *Caput Mortuum* required divine spellcasting knowledge to fully unlock its potential, the necromancer sold the weapon to the church of Wee Jas. **(DC 18; Blessing of the Goddess)**

Wee Jas's clergy gave *Caput Mortuum* to a traveling acolyte who was undertaking a journey through gnoll-infested badlands. Whether the acolyte was slain by gnolls or simply betrayed his church and fled with the scythe is unknown. What is known is that the priests of Wee Jas never saw *Caput Mortuum* again. Many search parties were sent out and numerous bounties posted, but it was as though the scythe had vanished from the face of the world. **(DC 25; Dweller in Darkness)**

The true fate of the scythe is unrecorded, except in a lone account written by a wanderer. This scroll is now stored in the library of a monastery dedicated to Boccob. The acolyte of Wee Jas ran afoul of the vile cult of Nerull, which stole the scythe and murdered the acolyte in one of their dark, blasphemous rituals. Shortly thereafter, a schism within the cult ended in the deaths of all but two of the cultists. One of these two took *Caput Mortuum* and fled into the northern lands, where he submerged himself in the seedy underworld of criminal guilds and secret conspiracies. There he founded a new cult of the death god, based around the supreme authority of the wielder of *Caput Mortuum*. **(DC 31; Terrible Vengeance of Wee Jas)**

LEGACY RITUALS

Three rituals are required to unlock all the abilities of *Caput Mortuum*.

Blessing of the Goddess: You must travel to a temple dedicated to Wee Jas, the deity of death and magic, to find a cleric capable of casting *commune*. The cleric must use the spell to determine if Wee Jas thinks you are worthy to wield *Caput Mortuum*, passing on her affirmative answer as a blessing from her church. *Cost:* 1,200 gp. *Feat Granted:* Least Legacy (*Caput Mortuum*).

Dweller in Darkness: You have to journey to the Plane of Shadow and survive there for three whole days. You can use any spells, magic items, or other abilities at your disposal. The ritual fails if you die before the end of this time. *Cost:* 11,500 gp. *Feat Granted:* Lesser Legacy (*Caput Mortuum*).

Terrible Vengeance of Wee Jas: You are required to perform an act of retribution against Nerull's sect. To do so, you must track down and kill a cult of the

Table 3–8: Caput Mortuum

	Personal Costs			
Wielder Level	Attack Penalty	Hit Point Loss	Spell Slot Loss	Abilities
5th	—	—	—	*+1 vicious scythe*
6th	—	2	1st	—
7th	—	2	—	Soul servant
8th	–1	—	2nd	—
9th	—	2	—	*+2 vicious scythe*
10th	—	—	3rd	—
11th	—	—	—	*+3 vicious scythe*
12th	—	—	4th	—
13th	—	2	—	*+4 vicious scythe*
14th	—	—	5th	—
15th	—	2	—	*+5 vicious scythe*
16th	—	—	6th	—
17th	—	—	—	*+5 unholy vicious scythe*
18th	—	—	7th	—
19th	—	2	—	*+5 unholy vicious wounding scythe*
20th	—	—	8th	—

death deity's worshipers with a total Encounter Level of at least 16. You need not kill all the cultists yourself, but you must participate in the battle. *Cost:* 39,000 gp. *Feat Granted:* Greater Legacy (*Caput Mortuum*).

WIELDER REQUIREMENTS

Evil clerics are the most likely to find *Caput Mortuum* useful. Blackguards can easily meet the requirements to wield the weapon, but they won't gain legacy abilities past 13th level without taking levels in another spellcasting class. Because blackguards only ever cast 4th level spells, they will not be able to fulfill the personal cost of sacrificing a 5th-level or higher spell slot.

Caput Mortuum Wielder Requirements

Ability to cast *death knell* as a divine spell
Any nongood alignment
Ability to rebuke undead

LEGACY ITEM ABILITIES

The following is a legacy item ability of *Caput Mortuum*.

Soul Servant (Su): Beginning at 7th level, the souls of those you have slain with *Caput Mortuum* linger, acting as the *unseen servant* spell. They dissipate if they take 6 or more points of damage, or if they move more than 35 feet from you. In such an event, the servants re-form 1 round later in an adjacent square to you. Caster level 5th.

ALTERNATIVE PROGRESSION FOR CAPUT MORTUUM

Caput Mortuum has a very straightforward legacy progression, becoming an increasingly dangerous weapon as its wielder advances in level. However, it does not gain other special abilities beyond soul servant. Players and DMs might wish to customize this item with unique legacy abilities. One possible alternative progression is described below. This progression slows the weapon's damaging ability slightly and grants it additional death-dealing powers.

The progression is the same until the wielder reaches 11th level, at which time the weapon's new abilities are revealed in the following sequence. (Personal costs remain the same as on Table 3–8.)

Slaughtering Swing (Sp): At 11th level, three times per day, you can deliver a *death knell* effect as the spell when you strike a successful blow with *Caput Mortuum*. You must declare you are using the ability before making the attack roll; a miss wastes the effect. The save DC is 13, or 12 + your Charisma modifier, whichever is higher. Caster level 11th.

+3 Vicious Scythe: At 13th level, you wield *Caput Mortuum* as a *+3 vicious scythe*.

+4 Vicious Scythe: At 15th level, you wield *Caput Mortuum* as a *+4 vicious scythe*.

Blade of Destruction (Sp): At 17th level, once per day when you issue the command word "bloodwind" and gesture with *Caput Mortuum*, you can kill one living creature, as the *finger of death* spell. The save DC is 20, or 17 + your Charisma modifier, whichever is higher. Caster level 17th.

+5 Unholy Vicious Scythe: At 19th level, you wield *Caput Mortuum* as a *+5 unholy vicious scythe*.

ADVENTURE SEED (EL 6)

While exploring an underground catacomb, the PCs discover that one of the tombs has been converted into a shrine to Nerull (or another death god appropriate to the campaign). Worshiping at this shrine is a 5th-level cleric of Nerull who wields *Caput Mortuum*. This cleric has five human warrior skeletons attending him.

ERTAK, PRIEST OF NERULL CR 6

Male human cleric 5
NE Medium humanoid
Init +3; **Senses** Listen +3, Spot +3
Languages Common

AC 17, touch 9, flat-footed 17
hp 31 (5 HD)
Fort +5, **Ref** +0, **Will** +7

Speed 20 ft. (4 squares)
Melee *Caput Mortuum* +5 (2d4+2 plus 2d6 plus deals 1d6 to wielder) or
Ranged mwk light crossbow +3 (1d8/19–20)
Base Atk +3; **Grp** +4
Special Actions death touch 1/day (5d6), rebuke undead 5/day (+4, 2d6+7, 5th), spontaneous casting (*inflict* spells)
Combat Gear scroll of *animate dead*, scroll of *magic stone, augury, undetectable alignment*, scroll of *protection from law, aid, speak with animals*, scroll of *darkness, bless*, scroll of *calm emotions, fox's cunning*, thunderstone, 2 vials of unholy water
Cleric Spells Prepared (CL 5th):
3rd—*cure serious wounds, dispel magic, magic circle against good*^{D} (CL 6th)
2nd—*align weapon* (CL 6th for evil), *bull's strength, death knell* (+4 melee touch, DC 15, CL 6th), *desecrate*^{D} (CL 6th)
1st—*bane* (DC 14), *cause fear* (DC 14), *cure light wounds, deathwatch* (CL 6th), *protection from good*^{D} (CL 6th)
0—*detect magic, detect poison, light, read magic, resistance*
D: Domain spell. Domains: Death, Evil.

Abilities Str 13, Dex 8, Con 12, Int 10, Wis 16, Cha 14
Feats Combat Casting, Improved Initiative^{B}, Least Legacy (*Caput Mortuum*)^{B}, Scribe Scroll
Skills Concentration +9 (+13 casting on the defensive), Knowledge (religion) +8, Spellcraft +8
Possessions combat gear plus full plate, *Caput Mortuum*, masterwork light crossbow with 6 bolts, unholy symbol, 15 onyx chips (25 gp each), 10 lb. silver dust, 43 pp

Human Warrior Skeletons (5): hp 6 each (see page 226 of the *Monster Manual*).

Shrine to Nerull

Altar

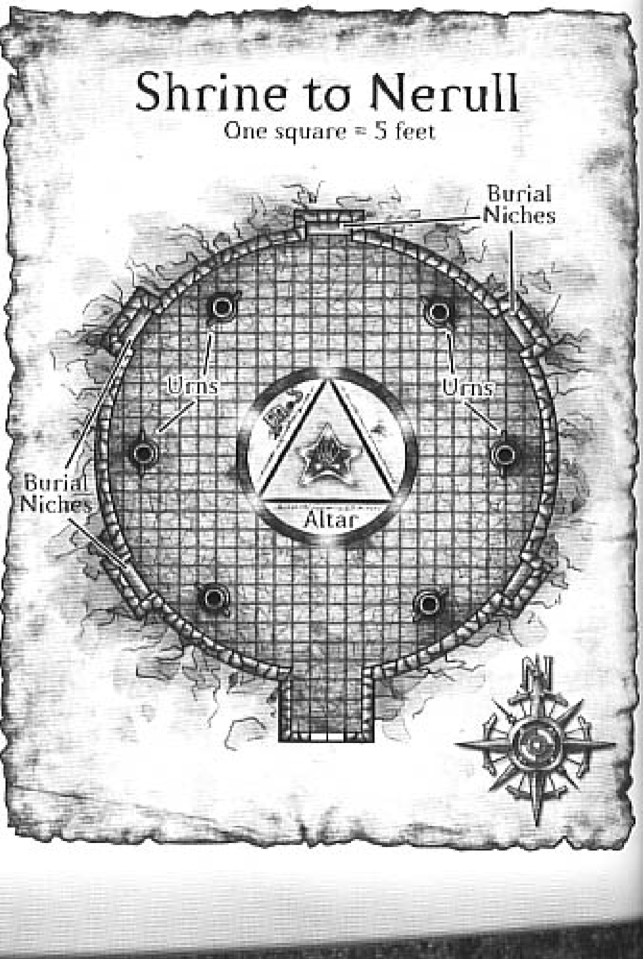
This altar to Nerull is decorated with profane symbols and caked with the blood of sacrificial victims. The altar is the center of a *desecrate* spell, which bolsters the skeletons under Ertak's control. Protecting the altar is Ertak's primary objective.

Burial Niches

Within these stone niches are skeletons. If given a chance to prepare for or recover from an attack, Ertak uses his scroll of *animate dead* to mobilize these skeletons and turn them on the PCs. Also within each niche is a piece of jewelry worth 200 gp. Most of these baubles are still worn by the skeletons.

Urns

These ceramic urns are filled with cremated remains. Each urn has a hardness of 2 and 5 hit points. Shattering an urn stirs up a 10-foot-radius cloud of ash that persists for 2 rounds and grants those within it concealment (20% miss chance). Characters within the cloud must make a DC 10 Fortitude save to keep from being sickened.

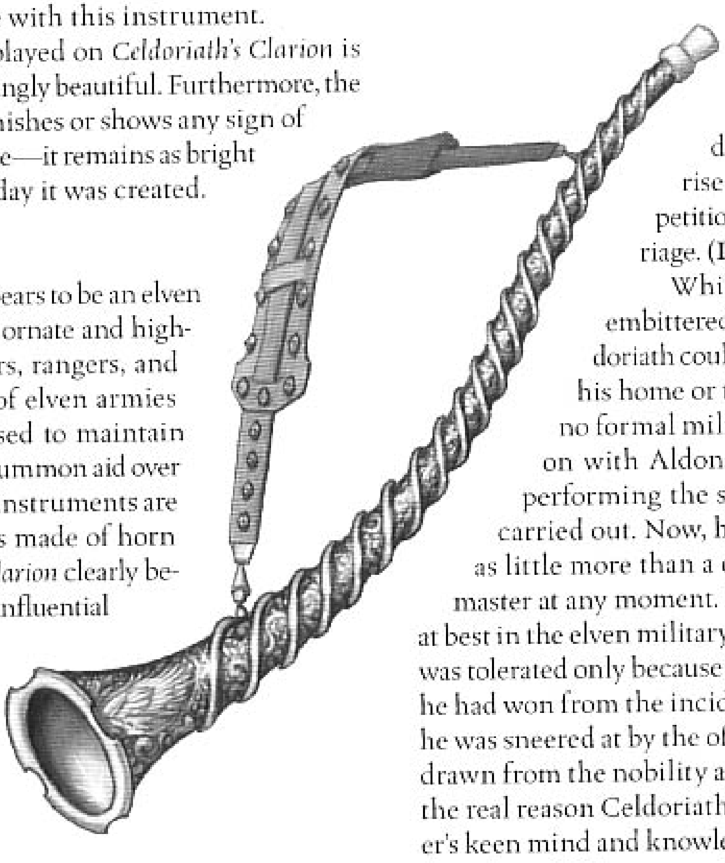


CELDORIATH'S CLARION

This delicate-looking, spiraled silver trumpet is inlaid with intricate Elven script, which translates as "giving succor" and "friends shall answer the call." The mouthpiece is pale ivory, and an emerald-studded, leather baldric allows the horn to be slung over the carrier's shoulder.

Nonlegacy Game Statistics: *Celdoriath's Clarion*; Cost 2,500 gp. You gain a +5 competence bonus on Perform checks made with this instrument.

Omen: Any music played on *Celdoriath's Clarion* is clear, sweet, and hauntingly beautiful. Furthermore, the instrument never tarnishes or shows any sign of wear during regular use—it remains as bright and unsullied as the day it was created.



Celdoriath's Clarion awaits a ranger who proves worthy of its heroic legacy

HISTORY

Celdoriath's Clarion appears to be an elven scout's horn, albeit an ornate and high-quality one. Outriders, rangers, and other advance units of elven armies carry such horns. Used to maintain communication and summon aid over long distances, these instruments are usually simple affairs made of horn or brass. *Celdoriath's Clarion* clearly belonged to a wealthy or influential scout, or one who was rewarded for some great service to the elven people. Elf kings and nobles give only their most loyal scouts silver trumpets, and then only in recognition of some truly heroic act. Few such instruments are ascribed magical properties in the elven histories. Clearly, *Celdoriath's Clarion* is something extraordinary. **(DC 15)**

Celdoriath was a ranger serving as a scout in the forces of the elven king Aldonar, the ruler of an enormous forest realm. Though he was merely a low-ranking soldier in his king's army, Celdoriath was in love with King Aldonar's daughter, Indiriel. More significantly, the princess loved Celdoriath in return. Her father refused to allow her to marry so far below her station, however. Resigned to love from afar, Celdoriath abandoned his hopes of marrying Indiriel and threw himself into his duties. He spent three months tracking an orc horde along the borders of the forest during a fierce winter blizzard. Three elves under his command froze to death, but Celdoriath was able to gather enough intelligence on the orcs' movements and deployment that the regular army routed them with minimal casualties. In recognition of his service, Celdoriath was awarded a silver trumpet and the honorary title "Knight Guardian of the Realm." Along with this honor, however, he was reprimanded and discharged from King Aldonar's army for the reckless sacrifice of his three subordinates. The king could not ignore Celdoriath's heroic deeds, but he didn't want the scout to rise to a high enough rank to petition for Indiriel's hand in marriage. **(DC 18; Watcher's Vigil)**

While he was disgusted and embittered by his king's actions, Celdoriath could not bring himself to leave his home or the woman he loved. With no formal military rank, he signed back on with Aldonar's army as a mercenary, performing the same duties he had always carried out. Now, however, he was looked on as little more than a dog that might turn on its master at any moment. Mercenaries were disliked at best in the elven military, and Celdoriath's presence was tolerated only because of his skill and the renown he had won from the incident with the orcs. Though he was sneered at by the officers, most of whom were drawn from the nobility and were perfectly aware of the real reason Celdoriath was discharged, the ranger's keen mind and knowledge of woodcraft won him friends and allies among the enlisted soldiers. Three years into his tour as a mercenary, Celdoriath was on patrol deep in the heart of an uninhabited region of the forest. There, a huge section of ground collapsed inward, revealing a subterranean cavern out of which boiled thousands of drow and their arachnoid servants. Surrounded and cut off from any hope of escape, Celdoriath raised his silver trumpet to his lips and blew a long, clear blast. Much to his surprise, not only was the call answered, it was answered in force—a brigade of elf mages had been training in the region, and with their potent magic, they were able to contain the drow assault and drive the dark elves back underground. **(DC 25; Prayer of Thanksgiving)**

After saving the kingdom from certain destruction twice, Celdoriath could no longer simply be brushed aside by King Aldonar. Reluctantly, the king restored

Illus. by D. Martin

TABLE 3–9: CELDORIATH'S CLARION

Wielder Level	Personal Costs Save Penalty	Skill Check Penalty	Hit Point Loss	Skill Point Loss	Abilities
5th	—	—	—	—	Strengthen morale
6th	—	—	2	3	*Fell blast* at will
7th	—	–1	—	—	*Summon least ally* 1/day
8th	–1	—	—	3	—
9th	—	—	—	—	Call compatriot 1/day
10th	—	—	2	—	—
11th	—	—	—	—	*Heartening call* 3/day
12th	–2	—	—	3	*Note of opening* at will
13th	—	—	—	—	—
14th	—	–2	—	—	*Summon lesser ally* 1/day
15th	—	—	—	—	*Call swarm* 5/day
16th	—	—	—	—	—
17th	—	—	—	—	*Phantasmal blast* 3/day
18th	—	—	—	3	*Summon greater ally* 1/2 days
19th	—	–3	—	—	—
20th	—	—	—	3	Call divine ally 1/month

Celdoriath's rank and status, removing the only obstacle to the ranger's marriage to Indiriel. The couple were at long last wed, a century and a half after they first met, and their child was named the royal heir-designate. King Aldonar died in the child's fifth year. (Some claimed his death was the result of assassination, even placing the blame on the king's own daughter).

With the child still far too young to take the throne, Celdoriath ruled as regent for the next hundred years. The former scout proved a surprisingly able and adept ruler, drawing on his experience to initiate sweeping reforms in the kingdom's armies and improve their readiness against drow incursions and orc raids. He was no less adroit at the arts of statecraft, forging a lasting peace with the dwarves who dwelt on the forest's northern borders, negotiating a mutual defense treaty with the human nations to the south, and even easing strife between the elven subraces.

When his son came of age, Celdoriath gracefully stepped down as regent and retired completely from politics. He and Indiriel settled into a home on the outskirts of the forest, where Celdoriath could once again live the life of a simple ranger. When Celdoriath died many decades later, his son sounded *Celdoriath's Clarion* at his father's funeral, announcing to the afterlife that a great hero was arriving. The horn remains in the royal treasure vault, to be given to a ranger who proves himself worthy of Celdoriath's legacy. **(DC 31; Oath of Fealty)**

LEGACY RITUALS

Three rituals are required to unlock all the abilities of *Celdoriath's Clarion.*

Watcher's Vigil: You must track a creature or group creatures for at least one full week in severe weather. T weather should include at least one element that threate your safety, be it temperature, wind, or precipitatio Blinding blizzards, scorching temperatures, and drenc ing rains are all appropriate. You must either keep yo quarry in sight or remain on its trail at all times. If y lose the trail for more than two days, the ritual fails. *C* 1,800 gp. *Feat Granted:* Least Legacy (*Celdoriath's Clario*

Prayer of Thanksgiving: You are required to trav to the site where Celdoriath's trumpet call saved h kingdom from drow invasion. Once there, you mu spend a day fasting and in prayer to the elven go thanking them for protecting Celdoriath and sen ing him the aid he most needed. *Cost:* 12,700 gp. *F* *Granted:* Lesser Legacy (*Celdoriath's Clarion*).

Oath of Fealty: Only one who is truly loyal to t legacy of Celdoriath can access the greater abilities *Celdoriath's Clarion.* You must swear an oath to hon and protect the kingdom that Celdoriath's son st rules. The oath must be sworn publicly before t king or another noble of the realm. *Cost:* 40,500 g *Feat Granted:* Greater Legacy (*Celdoriath's Clarion*).

WIELDER REQUIREMENTS

Rangers and barbarians find the wielder requireme easiest to meet and are likely to benefit the most fro *Celdoriath's Clarion.* Any character who is frequent separated from the rest of the party and needs summon aid is likely to find this horn useful.

CELDORIATH'S CLARION WIELDER REQUIREMEN
Survival 2 ranks

LEGACY ITEM ABILITIES

All the following are legacy item abilities of *Celdoriath's Clarion*.

Strengthen Morale (Su): Beginning at 5th level, whenever *Celdoriath's Clarion* is sounded, all your allies within hearing range are heartened and encouraged, gaining the benefits of a *bless* spell for 1 minute. Caster level 5th.

Fell Blast (Sp): At 6th level and higher, by blowing a harsh note, you demoralize all your foes within 50 feet as if by the *bane* spell. The save DC is 11, or 11 + your Charisma modifier, whichever is higher. Caster level 5th.

Summon Least Ally (Sp): For the wielder of *Celdoriath's Clarion*, aid is always close at hand. Starting at 7th level, once per day, you can blow the horn to use *summon monster III* as the spell. Caster level 5th.

Call Compatriot (Su): At 9th level and higher, once per day, you can sound a mighty blast on *Celdoriath's Clarion*. This blast sends a call out to any creature you designate that is within 5 miles. The designated creature automatically hears the call, knows you are in need, and knows how to find you, but it is under no compulsion to answer. You gain no knowledge of whether or not the target is answering the call.

Heartening Call (Sp): Starting at 11th level, three times per day, you can blow a strong, clear trill on *Celdoriath's Clarion*. This trill acts as an *aid* spell upon a single eligible target within 50 feet (including yourself). Caster level 5th.

Note of Opening (Sp): At 12th level and higher, whenever you blow a specific note on *Celdoriath's Clarion*, the tone acts as a *knock* spell. Caster level 10th.

Summon Lesser Ally (Sp): Beginning at 14th level, once per day, you can blow a note on the horn that acts as a *summon monster VI* spell. Caster level 11th.

Call Swarm (Sp): At 15th level and higher, five times per day, you can sound a buzzing blast to use *summon swarm* as the spell. Caster level 10th.

Phantasmal Blast (Sp): Beginning at 17th level, by sounding a particularly bleak and terrifying blast on *Celdoriath's Clarion*, you can use *phantasmal killer* as the spell. The save DC is 16, or 14 + your Charisma modifier, whichever is higher. You can sound this note three times per day. Caster level 15th.

Summon Greater Ally (Sp): At 18th level and higher, once every other day, you can blow a note on *Celdoriath's Clarion* that acts as a *summon monster IX* spell. Caster level 17th.

Call Divine Ally (Su): Starting at 20th level, you can blow *Celdoriath's Clarion* once per month to call a ghaele eladrin (see page 94 of the *Monster Manual*) from the heavenly realms. This being serves you faithfully for 1 hour. If the ghaele is slain, the horn loses its legacy abilities until you once again complete the Oath of Fealty ritual.

ADVENTURE SEED (EL 6)

While visiting the court of Celdoriath's kingdom, the PCs are invited to be present at a celebration honoring the seventy-fifth year of his son's reign. During the celebration, a cadre of drow storm the palace, seeking to murder the king. Six 1st-level drow warriors led by a swashbuckler named Xipharis make up this band, and they strike from two directions at once. If the party tries to protect the king, then once the battle is over, the king thanks them for saving his life (or the highest-ranking noble in attendance thanks them for doing their best to thwart the assassination) and offers the PCs *Celdoriath's Clarion* in gratitude.

XIPHARIS, DROW CAPTAIN **CR 4**

Female drow swashbuckler 3*
NE Medium humanoid (elf)
Init +8
Senses darkvision 120 ft., Listen +2, Spot +2
Languages Abyssal, Common, Drow Sign Language, Elven, Undercommon

---

AC 18, touch 14, flat-footed 14
hp 24 (3 HD)
Immune sleep
SR 14
Fort +4, **Ref** +6, **Will** +1 (+3 against enchantments)
Weakness light blindness

Speed 30 ft. (6 squares)
Melee *+1 rapier* +8 (1d6+4/18–20 plus poison) or
Melee *+1 rapier* +6 (1d6+4/18–20 plus poison) and mwk short sword +6 (1d6+2/19–20 plus poison) with Two-Weapon Fighting or
Ranged hand crossbow +7 (1d4/19–20 plus poison)
Base Atk +3; **Grp** +4
Atk Options drow poison (DC 13, unconsciousness 1 minute/unconsciousness 2d4 hours)
Special Actions insightful strike
Combat Gear 2 *potions of cure light wounds*, *potion of fox's cunning*
Spell-Like Abilities (CL 3rd):
1/day—*dancing lights*, *darkness*, *faerie fire*

Abilities Str 12, Dex 18, Con 12, Int 15, Wis 10, Cha 10
SQ able to notice secret or concealed doors
Feats Improved Initiative, Two-Weapon Fighting, Weapon Finesse^B
Skills Balance +12, Bluff +6, Climb +7, Diplomacy +2, Disguise +0 (+2 to act in character), Escape Artist +10, Intimidate +2, Jump +9, Listen +2, Search +2, Spot +2, Tumble +12

Possessions combat gear plus mithral shirt, +1 *rapier*, masterwork short sword, hand crossbow with 10 bolts, 3 doses drow poison

---

Insightful Strike (Ex) +2 extra damage with light weapons (included in the above statistics); does not affect targets immune to critical hits or sneak attacks.

*Swashbuckler class from *Complete Warrior*, page 11.

Drow Warriors (6): hp 6, 7, 8, 6, 5, 7 (see page 102 of the *Monster Manual*).

Ballroom

Xipharis's mission is to kill the king, not to get entangled in other fights. Once she and her band have accomplished this task, they leave as quickly as possible through the open windows. If they are unable to assassinate the king, Xipharis aborts the mission. The drow warriors cover her escape.

The ballroom is sumptuously furnished, with carpets, heavy drapes, crystal chandeliers, and the like. Twin staircases run to the upper dais. Xipharis uses this terrain to best advantage for cinematic swashbuckling moves.

First Attack Wave

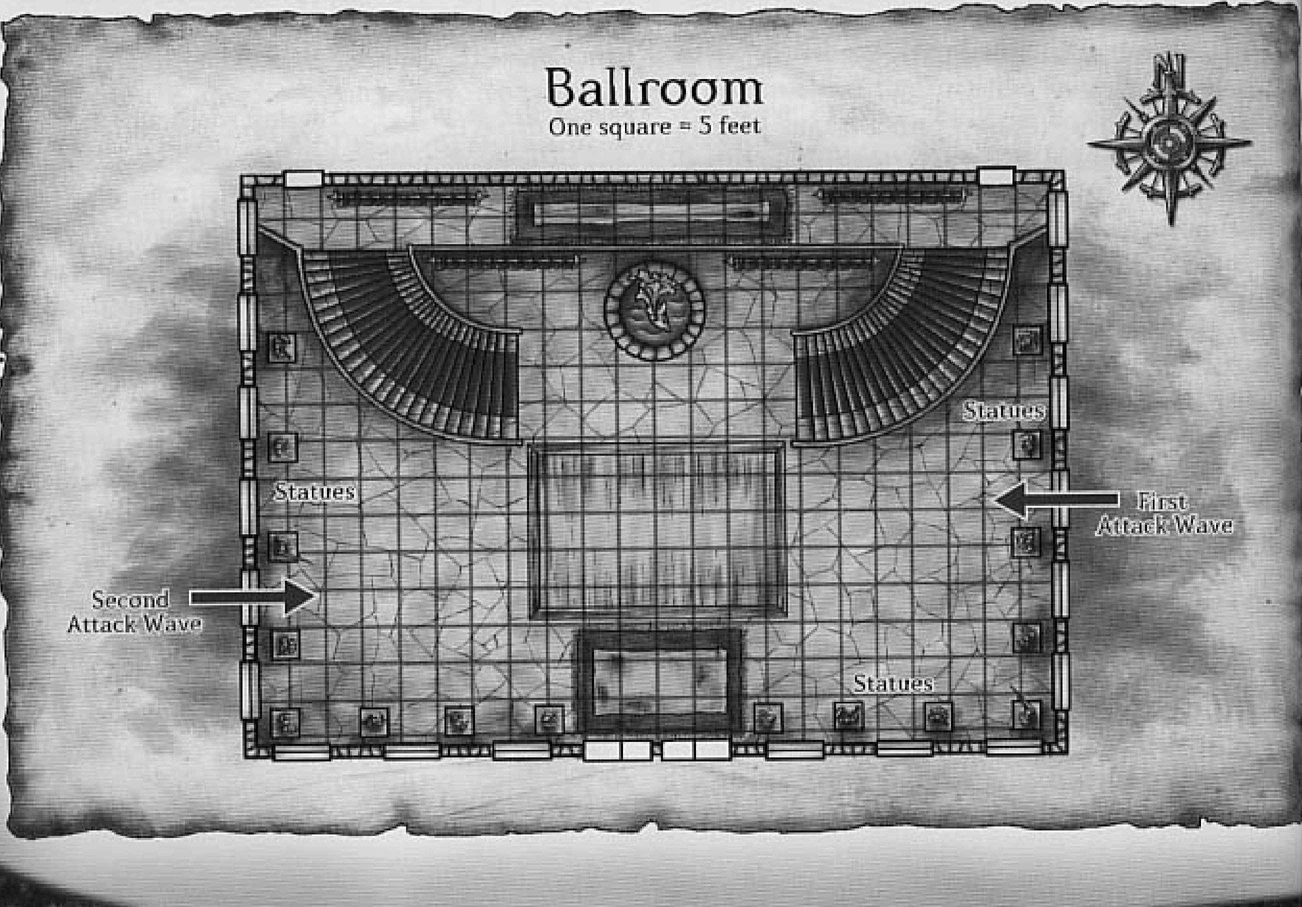
The first team of drow crashes through this window and dashes straight for the king. They carry rapiers and try to avoid getting bogged down in combat with other targets. Xipharis leads the first wave and draws plenty of attention to herself with flamboyant maneuvers. If she can't get close enough to the king to make melee attacks, she tries a shot with her hand crossbow.

Second Attack Wave

The second group of drow, armed with hand crossbows and poisoned bolts, slips quietly through this window (making Hide and Move Silently checks) and uses the chaos caused by the first team to take shots at the king and those guarding him. (A sleeping king makes a great target for the first wave.) If they manage to accomplish this without coming under attack, they attempt to take down other prominent figures. As soon as attention turns to them, they depart.

Statues

These statues are large, heavy sculptures of granite and marble. They can be tipped, however, with a DC 25 Strength check. Knocking over a statue creates a "domino effect," and anyone standing adjacent to a statue (or between two statues) must succeed on a DC 16 Reflex save or take 3d6 points of bludgeoning damage.

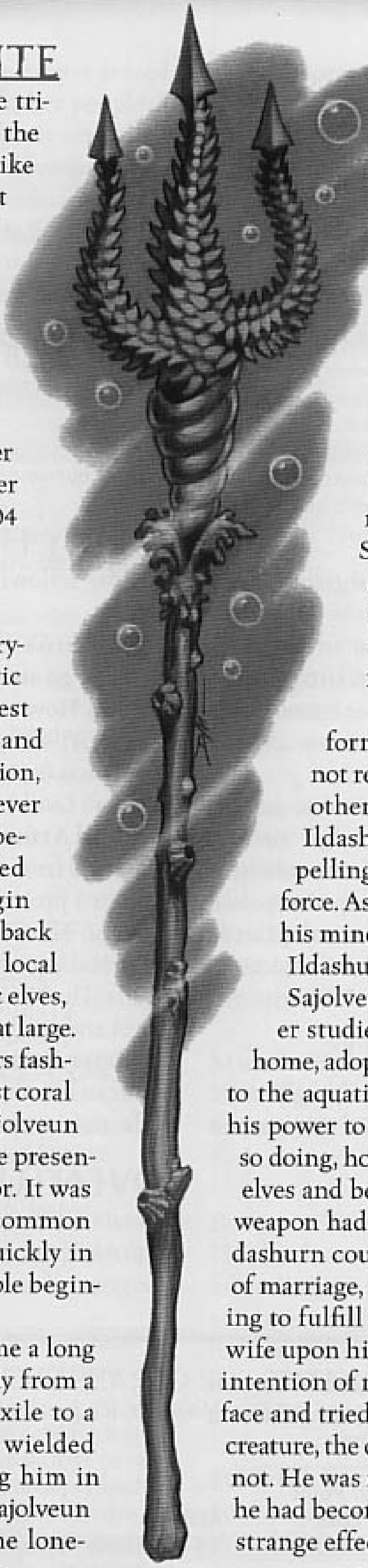


CORAL'S BITE

Coral's Bite is a bright, turquoise-blue trident with serrated edges, grown from the hardest coral of the ocean. The sawlike edges of the trident's prongs account for the slashing damage this weapon can deliver.

Nonlegacy Game Statistics: *+1 trident*; Cost 2,315 gp; can deal piercing or slashing damage.

Omen: You do not take nonlethal damage from exposure to cold water, and you take 1d6 points of damage per 200 feet of water depth instead of per 100 feet (see Water Dangers, page 304 of the *Dungeon Master's Guide*).



Crafted by sea elves, Coral's Bite transforms its wielder into an aquatic champion against sahuagin

HISTORY

Sajolveun was the finest example of everything decent and right about aquatic elven culture. He represented the best of his pod, as both a strong warrior and a tempered thinker. Devoid of ambition, Sajolveun was intent on doing whatever furthered the welfare of his people before serving his own interests. He led soldiers against invasions of sahuagin on multiple occasions, beating them back every time. Because of Sajolveun, the local currents were safe not only for aquatic elves, but also for the undersea community at large. It came as no surprise when the elders fashioned a trident made from the hardest coral in the known seas and gave it to Sajolveun as a reward for his tireless efforts. The presentation of *Coral's Bite* was a great honor. It was also cause for celebration among common aquatic elves. Sajolveun had risen quickly in power and prestige, despite his humble beginnings. **(DC 15)**

It was often said that Sajolveun came a long way in a short time, evolving quickly from a sullen introvert who lived in self-exile to a singular hero. Even the weapon he wielded acknowledged his status, protecting him in battle with an exoskeleton of coral. Sajolveun attributed his change of heart to the loneliness of his previous existence. He found greater fulfillment in being with his kin, rather than being apart from them. Many remarked that all Sajolveun had failed to do for the good of his people was take a wife, ensuring his bloodline would continue. Many women were certainly willing, but Sajolveun always dodged the subject by making himself busy with work. He didn't avoid the issue because he wasn't fond of children—he thought they were wonderful. He didn't avoid the matter because he wasn't attracted to aquatic elf women. He found them extremely fetching. In fact, there was no part of aquatic elven culture that Sajolveun didn't love more than his own, because Sajolveun was not an aquatic elf. He was a doppelganger whose real name was Ildashurn. **(DC 20; Hero of the Pod)**

Long ago, Ildashurn had taken the form of a kuo-toa to travel underwater, not realizing they were a species reviled by other aquatic beings. The first aquatic elf Ildashurn met attacked him on sight, compelling him to defend himself with lethal force. As the elf died, Ildashurn frantically read his mind and realized the misunderstanding. Ildashurn also learned the elf's name. It was Sajolveun. Feeling guilty, the doppelganger studied the elf's life from his underwater home, adopted Sajolveun's identity, and returned to the aquatic elves. Ildashurn did everything in his power to amend the mistake he had made. In so doing, however, he fell in love with the aquatic elves and became their hero. Even his legendary weapon had embraced him completely. When Ildashurn could no longer politely avoid the topic of marriage, he announced that he would be leaving to fulfill a personal quest, promising to take a wife upon his return. Privately, Ildashurn had no intention of returning. When he reached the surface and tried changing back into an air-breathing creature, the doppelganger discovered that he could not. He was no longer a shapechanger. Somehow, he had become an aquatic elf. Perhaps it was some strange effect of his trident's power, or perhaps it was the act of some benevolent deity. Ildashurn didn't care. He just smiled and dove back into the water. **(DC 25; Embrace of the Sea)**

Illus. by D. Martin

Table 3–10: Coral's Bite

Wielder Level	Attack Penalty	Will Save Penalty	Hit Point Loss	Abilities
	Personal Costs			
5th	—	—	—	*+2 trident*
6th	–1	—	2	Dolphin's breath
7th	—	–1	2	Coral armor +1
8th	—	—	—	—
9th	—	–2	2	Coral armor +2
10th	—	—	—	—
11th	—	—	—	*+2 monstrous humanoid bane trident*
12th	–2	—	—	Water breathing
13th	—	—	—	—
14th	—	—	2	Coral armor +3
15th	—	–3	2	—
16th	—	—	—	*+3 monstrous humanoid bane trident*

LEGACY RITUALS

Two rituals are required to unlock all the abilities of *Coral's Bite*.

Hero of the Pod: You must defeat in personal combat a hostile creature with the aquatic subtype and a CR equal to your level or higher (maximum CR 10). *Cost:* 1,200 gp. *Feat Granted:* Least Legacy (*Coral's Bite*).

Embrace of the Sea: You are required to gain at least 1 additional rank in the Knowledge (nature) skill. This rank covers information about creatures with the aquatic subtype, currents, tidal patterns, and underwater plants. You can acquire the rank prior to the level that this ritual is undertaken. *Cost:* 12,000 gp. *Feat Granted:* Lesser Legacy (*Coral's Bite*).

WIELDER REQUIREMENTS

The wielders of *Coral's Bite* are primarily fighters or rangers, although any warrior might find this weapon useful in a battle.

Coral's Bite Wielder Requirements

Speak Language (Aquan)
Swim 1 rank

LEGACY ITEM ABILITIES

All the following are legacy item abilities of *Coral's Bite*.

Dolphin's Breath (Su): Beginning at 6th level, you can go an entire hour without needing to take a breath. However, if you don't get a breath after that hour elapses, you must hold your breath or begin to drown (see Drowning, page 304 of the *Dungeon Master's Guide*).

Coral Armor (Su): At 7th level, you can command the coral from which *Coral's Bite* is formed to envelop you in a protective exoskeleton while you wield the trident. The coral armor does not hinder you in any way, and it grants a +1 natural armor bonus to Armor Class. The natural armor bonus increases to +2 at 9th level and to +3 at 14th level.

Water Breathing (Su): At 12th level and higher, you can breathe water freely, as if constantly under the effect of a *water breathing* spell. Caster level 10th.

ADVENTURE SEED (EL 7)

Coral's Bite has long been of great significance to the aquatic elves, with the weapon passing to the greatest warrior of each generation. The sahuagin, endur-

---

VARIANT: GREATER LEGACY ABILITIES FOR CORAL'S BITE

Coral's Bite doesn't possess any greater legacy abilities. However, if a greater legacy were to be founded, the progression might look something like the following:

Wielder Level	Attack Penalty	Will Save Penalty	Hit Point Loss	Abilities
	Personal Costs			
17th	—	—	—	*+4 monstrous humanoid bane trident*
18th	–3	—	—	Coral armor +4
19th	—	—	—	*+5 monstrous humanoid bane trident*
20th	—	–4	—	Coral armor +5

ing enemies of the aquatic elves, have long feared *Coral's Bite*. To acquire the weapon for her people, a malenti (a sahuagin mutant that perfectly resembles an aquatic elf) infiltrated an aquatic elf community and assassinated the most recent wielder of *Coral's Bite*. The malenti delivered *Coral's Bite* to Nekulis, a sahuagin champion. If the PCs commit to recovering the weapon, they have to venture into hostile territory and assault Nekulis's personal outpost. There, after defeating the sahuagin fighter and his three companions, the PCs can claim *Coral's Bite*.

NEKULIS **CR 6**

Male sahuagin fighter 3
LE Medium monstrous humanoid (aquatic)
Init +2; **Senses** blindsense 30 ft. (underwater only), darkvision 60 ft., Listen +7 (+11 underwater), Spot +7 (+11 underwater)
Languages Aquan, Elven, Sahuagin, speak with sharks

AC 20, touch 12, flat-footed 18
hp 45 (5 HD); Diehard
Fort +6, **Ref** +6, **Will** +6
Weaknesses freshwater sensitivity, light blindness, water dependent

---

Speed 30 ft. (6 squares), swim 60 ft.
Melee *Coral's Bite* +12 (1d8+9) and bite +8 (1d4+2) or
Melee 2 talons +10 (1d4+5) and bite +8 (1d4+2) or
Ranged mwk heavy crossbow +8 (1d10/19–20)
Base Atk +5; **Grp** + 10
Atk Options Improved Sunder, Power Attack
Special Actions blood frenzy 1/day, rake 1d4+2
Combat Gear 2 *potions of cure moderate wounds*

Abilities Str 20, Dex 15 Con 16, Int 14, Wis 14, Cha 6
SQ speak with sharks
Feats Diehard, Endurance, Least Legacy (*Coral's Bite*)^{B}, Improved Sunder^{B}, Multiattack^{B}, Power Attack^{B}
Skills Handle Animal +6 (+10 with sharks), Hide +6 (+10 when underwater), Intimidate +6, Listen +7 (+11 underwater), Profession (hunter) +2 (+6 within 50 miles of home), Ride +4, Spot +7 (+11 underwater), Survival +2 (+6 within 50 miles of home), Swim +14
Possessions combat gear plus masterwork studded leather, *Coral's Bite*, masterwork heavy crossbow with 20 bolts

---

Speak with Sharks (Ex) Nekulis can communicate telepathically with sharks up to 150 feet away. The communication is limited to fairly simple concepts such as "food," "danger," and "enemy." Nekulis can use the Handle Animal skill to befriend and train sharks.
Freshwater Sensitivity (Ex) A sahuagin fully immersed in fresh water must succeed on a DC 15 Fortitude save or become fatigued. Even on a success, it must repeat the save attempt every 10 minutes it remains in fresh water.
Water Dependent Nekulis can survive out of the water for 8 hours (after that, refer to the drowning rules on page 304 of the *Dungeon Master's Guide*).
Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Nekulis for 1 round. On subsequent rounds, he is dazzled while operating in bright light.
Rake (Ex) Attack bonus +7, damage 1d4+2. A sahuagin also gains two rake attacks while swimming.
Blood Frenzy (Ex) Once per day, when he is damaged in combat, Nekulis can fly into a frenzy in the following round, clawing and biting madly until either he or his opponent is dead. He gains +2 Strength and +2 Constitution, and takes a –2 penalty to AC. Nekulis cannot end his frenzy voluntarily.
Skills Can always choose to take 10 on a Swim check. Can use the run action while swimming in a straight line.

Sahuagin (3): hp 13, 10, 12 (see page 217 of the *Monster Manual*).

Sahuagin Outpost

The sahuagin outpost is an underwater tower carved out of an ocean shelf. It has four levels. A circular opening in the middle of each level allows the sahuagin to swim between floors.

Top Floor

This is a lookout post. Its walls are pieced by arrow slits. Two sahuagin are on guard here; when intruders approach, one alerts the remaining sahuagin while the other snipes at the enemy.

Middle Floor

This floor contains sleeping areas, consisting of beds of seaweed. Sahuagin who are not on guard (including Nekulis) usually rest here.

Bottom Floor

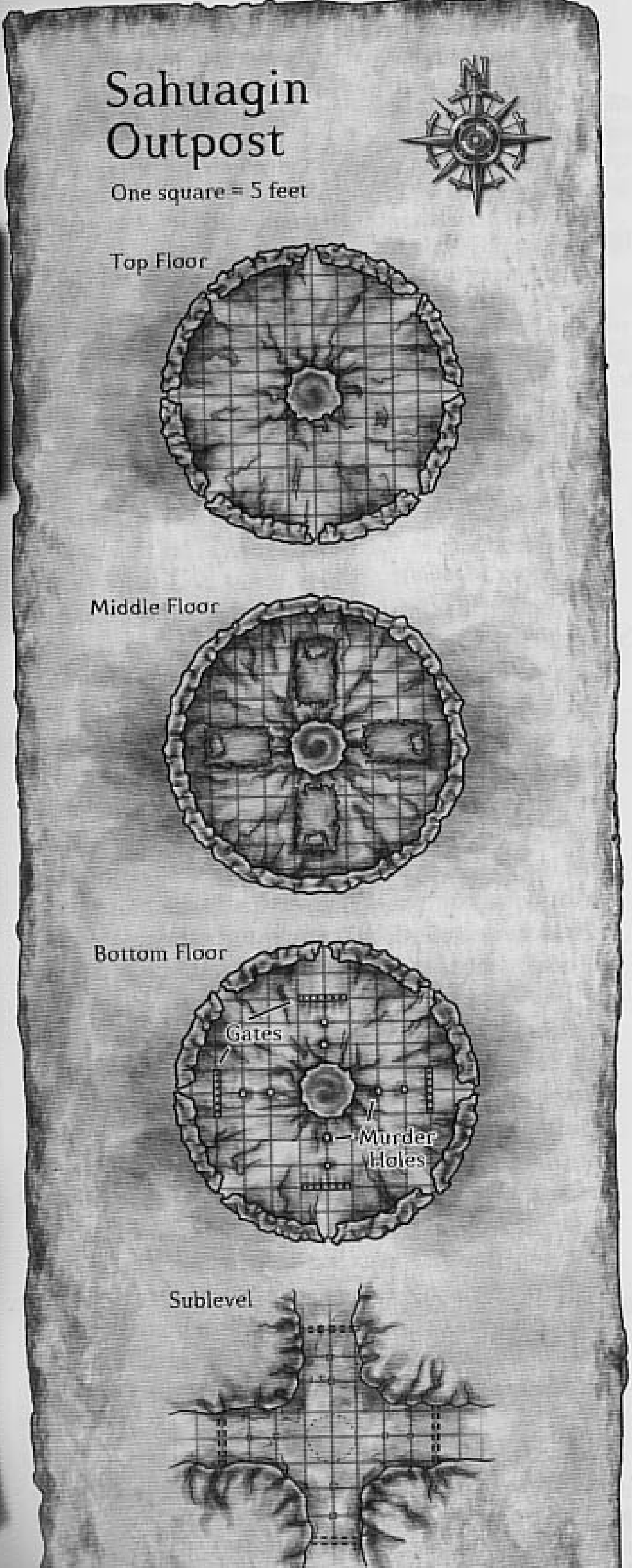
This level contains the armory, as well as a mechanism for sealing the tower entrances when under attack. As a counterweight rises, four gates drop down to seal off the four entrances to the sublevel. Murder holes in the floor allow defending sahuagin to fire on intruders. The central opening can be covered with a sliding panel.

Sublevel

Four tunnels dug from the ocean shelf lead into this chamber.

Coral's Bite in Eberron

The sahuagin of the Thunder Sea and the Straits of Shargon control passage through those dangerous



waters. Although some tribes are ferocious and can't be reasoned with, many adopt a pragmatic attitude toward seafaring peoples and operate guide services. Through malenti go-betweens, these sahuagin negotiate trade deals with other races—even aquatic elves.

In such a setting, *Coral's Bite* is not necessarily an object of fear to sahuagin. In fact, nothing prevents a sahuagin from wielding the trident in any setting, although its monstrous humanoid bane ability is dangerous to the fish-people. It might even be the signature weapon of a great sahuagin hero instead of an aquatic elf. To customize *Coral's Bite*, its bane ability might instead target animals (such as horrid orca) or magical beasts (such as fiendish squid).

On the other hand, many sahuagin revere the dark god known as the Devourer, lord of the violent forces of nature. They take their worship to literal extremes, believing that greater power comes from killing and consuming intelligent enemies. The Devourer's favored weapon is the trident, and his sahuagin worshipers are intolerant of a nonsahuagin unlocking the power of such a mighty weapon. A character who wields *Coral's Bite* might find herself under repeated attack by religious zealots who want not only to take the trident but also to devour her in punishment for her audacity.

Coral's Bite in Faerûn

A signature item of the aquatic elves who inhabit Faerûnian seas is the *trident of serenity* (this item is detailed in *Races of Faerûn*, page 172). This *+1 trident* also has the ability to suppress rage- and fear-based effects within 15 feet, including sahuagin blood frenzy.

To customize *Coral's Bite* for an aquatic FORGOTTEN REALMS campaign, you can replace its water breathing legacy ability with a new ability called "serenity" that reproduces the effect of the *trident of serenity*. Alternatively, slow the coral armor progression or give it no special abilities relating to underwater breathing. This version of the weapon is obviously best suited to aquatic elves rather than air breathers.

Coral's Bite could also be a weapon of the tritons who inhabit the hidden city at the bottom of the Bay of Dancing Dolphins off the coast of Dambrath (see the *Shining South* supplement, page 96). They protect their city with illusion magic to keep it from being found by surface dwellers, and their allies the dolphins keep it safe from underwater attack. Should the sahuagin of the bay mount a more organized assault, a champion of the tritons might take up the legacy weapon.

CRIMSON RUINATION

This broad-bladed greatsword bears a series of wicked barbs along the lower third of its blade. The steel has been infused with a substance that gives it a reddish tinge, except for three dwarven runes inlaid in gold. Wrapped in red dragonhide, the grip ends in a pommel crafted of a 3-inch-long dragon fang. The guard is made of a bright red metal shaped into the likeness of a pair of leathery wings.

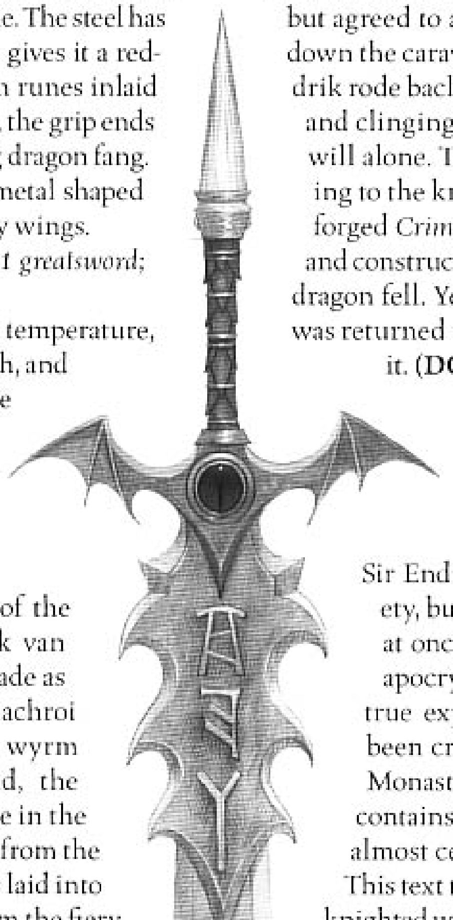
Nonlegacy Game Statistics: *+1 greatsword*; Cost 2,350 gp.

Omen: Regardless of the ambient temperature, the blade is always warm to the touch, and it occasionally seems to reflect the image of a great conflagration on its surface, even when no fire is present.

HISTORY

Crimson Ruination was the sword of the legendary dragonslayer Sir Endrik van Ibnacht. Sir Endrik received the blade as a gift from the dwarf thane Croi Machroi in thanks for slaying the great red wyrm Tarkalkatos. According to legend, the dwarven smiths quenched the blade in the great beast's blood and built the hilt from the dragon's bones and skin. Magic was laid into the sword to protect the wielder from the fiery breath of dragons, and Sir Endrik would later claim the only reason he lived to retire from the occupation of dragon hunting was because of the sword's protection. **(DC 15)**

Sir Endrik van Ibnacht makes his first notable appearance during the so-called Tarkalkatos Incident some four hundred years ago (although a study of Ibnachtian folklore reveals many tales of the legendary knight for several years before that). An ancient red dragon calling itself Tarkalkatos had laid claim to a vast mountain range as its personal territory. The dragon's raids on shipments of ore were threatening to choke off the supply to all the lands east of the mountains, and several adventuring bands had already met gruesome fates when they attempted to slay the beast. The dragon had even routed an entire regiment of elite dwarf soldiers. The mine's owners were beginning to consider abandoning the lucrative eastern markets when Sir Endrik rode into the mining town and announced his intentions to slay Tarkalkatos. The dwarves were clearly skeptical of the knight's claim, but agreed to allow him a fortnight before closing down the caravan route. Thirteen days later, Sir Endrik rode back out of the mountains, badly burned and clinging to his saddle through sheer force of will alone. Tarkalkatos was no more. After tending to the knight's wounds, the grateful dwarves forged *Crimson Ruination* as a gift for Sir Endrik and constructed a monument at the spot where the dragon fell. Years later, after his death, Sir Endrik was returned to that monument and buried under it. **(DC 18; Hero's Prayer)**



Red dragons fear the bite of Crimson Ruination

Discovering Sir Endrik von Ibnacht's history prior to the Tarkalkatos Incident is difficult, requiring a great deal of wading through legends and folk tales that ascribe to Sir Endrik not only martial prowess and piety, but also the ability to be in eight places at once. Most of these stories are certainly apocryphal, while others are possibly the true exploits of other knights, which have been credited to Sir Endrik. A codex in the Monastery of St. Cuthbert's Hand, however, contains enough verifiable evidence that it is almost certainly a true account of Sir Endrik. This text tells of a fair-haired young man, newly knighted with "spurs yet untarnished," who came to the monastery seeking a place to sleep and a warm meal. He was almost turned away, because the monks had been suffering from a strange sickness that had claimed several lives, and the abbot feared a plague had come upon them. The young knight, who called himself Sir Endrik, told the abbot that it was no plague—the gods had given him a vision of the cause of the monastery's woes. He asked to be shown to the river from which the monks drew their water. After following the river back to its source, he revealed a nest of young black dragons whose presence had poisoned the river. Sir Endrik slew the beasts, and the monks were troubled by sickness no more. **(DC 25; Purify the Draconic Taint)**

Only one account of Sir Endrik's early childhood survives, in a manuscript allegedly penned by the knight himself in his twilight years. In this text, Sir Endrik reveals that he was born the son of a peasant farmer and would have been destined for a life of toil and hardship like the rest of his family, if not been for an

Illus. by W. England

TABLE 3–11: CRIMSON RUINATION

Wielder	Personal Costs		
Level	Skill Check Penalty	Hit Point Loss	Abilities
5th	—	—	Protection from evil
6th	—	2	Dragon armor +1, endure elements
7th	–1	—	Shield from fire 5
8th	—	2	Tongue of dragons
9th	—	2	*+1 dragon bane greatsword*
10th	—	2	—
11th	—	—	*+2 dragon bane greatsword*
12th	—	2	Shield from fire 10
13th	–2	—	Dragon armor +2
14th	—	2	Evade fiery doom
15th	—	—	*+2 frost dragon bane greatsword*
16th	—	2	—
17th	—	—	*+3 frost keen dragon bane greatsword*
18th	–3	2	Shield from fire 20
19th	—	2	*Ray of frozen fate* 2/day
20th	—	2	*+4 frost keen dragon bane greatsword*

event when he was seven years old. While gathering firewood in the forest near his home, young Endrik heard the sounds of a fierce battle echoing from somewhere deeper in the woods. Curious, the boy followed the sound until he found its source—a knight, clad in a gleaming coat of plates, was locked in mortal combat with a great green dragon. Something sparked within the young boy. He darted into the clearing, distracting the dragon for a critical instant and giving the knight an opening to drive his sword into the beast's throat. The dragon fell dead. Impressed by the boy's courage and resolve, the knight offered to take the lad as his squire, if Endrik's father agreed. The farmer was only too happy to see his son get a chance at a better life and readily approved. Sir Endrik's chronicle of his childhood is incomplete, ending with this story. (**DC 31; Courage of the Child**)

LEGACY RITUALS

Three rituals are required to unlock all the abilities of *Crimson Ruination*.

Hero's Prayer: You must travel to the monument that marks the site where Tarkalkatos was slain, as well as the legendary Sir Endrik's tomb. Once there, you must spend 24 hours in prayer and meditation, requesting Sir Endrik's approval to wield his legendary sword. *Cost:* 1,650 gp. *Feat Granted:* Least Legacy (*Crimson Ruination*).

Purify the Draconic Taint: You are required to uncover a source of corruption or blight caused by the presence of an evil dragon and eliminate it. This corruption might be physical, such as a green dragon's game and livestock predations threatening a nearby village with starvation, or it might be subtler, such as a red dragon using a *dominated* local baron's influence for nefarious purposes. *Cost:* 13,500 gp. *Feat Granted:* Lesser Legacy (*Crimson Ruination*).

Courage of the Child: Mirroring Sir Endrik's first act of bravery in the face of a dragon, you must confront an evil dragon while bereft of any form of magical protection or augmentation. Nonmagical armor and weapons are allowed, but you must not be under the effects of any beneficial spells. You need not vanquish the dragon or even engage it in battle, but you do have to survive the encounter. *Cost:* 40,000 gp. *Feat Granted:* Greater Legacy (*Crimson Ruination*).

WIELDER REQUIREMENTS

Fighters and paladins, as well as rangers who specialize in killing dragons, are the most likely to find *Crimson Ruination* useful. Martial clerics willing to spend the feat to acquire proficiency with the weapon might also want to wield the greatsword.

CRIMSON RUINATION WIELDER REQUIREMENTS

Base attack bonus +3
Any nonchaotic alignment

LEGACY ITEM ABILITIES

All the following are legacy item abilities of *Crimson Ruination*.

Protection From Evil (Su): At 5th level and higher, you constantly benefit from the effects of a *protection from evil* spell. Caster level 5th.

Dragon Armor (Su): At 6th level, you gain a +1 deflection bonus to Armor Class. This bonus increases to +2 at

13th level. At your discretion, this ability causes shimmering, translucent dragon scales to appear on top of your skin and clothing, or the effect can be invisible.

Endure Elements (Su): The red dragons *Crimson Ruination* was crafted to destroy often lair in inhospitable environments, such as active volcanoes or geothermal caves. Beginning at 6th level, you act as if continually under the effects of an *endure elements* spell. Caster level 5th.

Shield From Fire (Su): At 7th level, you gain resistance to fire 5. This resistance increases to 10 at 12th level and to 20 at 18th level.

Tongue of Dragons (Su): Beginning at 8th level, you can speak and read Draconic.

Evade Fiery Doom (Su): At 14th level and higher, you gain the benefit of evasion against any dragon's breath weapon. See the monk class feature, page 41 of the *Player's Handbook*.

Ray of the Frozen Fate (Sp): Starting at 19th level, two times per day on command, you can use *polar ray* as the spell. The ray erupts from the tip of *Crimson Ruination*'s blade. Caster level 20th.

ADVENTURE SEED (EL 5)

In a massive cave, high in a forbidding mountain range, the heroes come across an unusual sight—the corpse of an enormous red dragon, apparently slain by the party of adventurers whose bodies also litter the cave. Some of their numbers must have survived, for the vast majority of the dragon's hoard is gone. In a smaller chamber attached to the main cavern, apparently overlooked and forgotten by the looters, is a smaller hoard, consisting of *Crimson Ruination* and 3,000 silver pieces. Unfortunately, the owner of this small hoard—a very young red dragon—is also in this chamber. It isn't happy to see intruders.

Very Young Red Dragon: hp 95 (see page 75 of the *Monster Manual*).

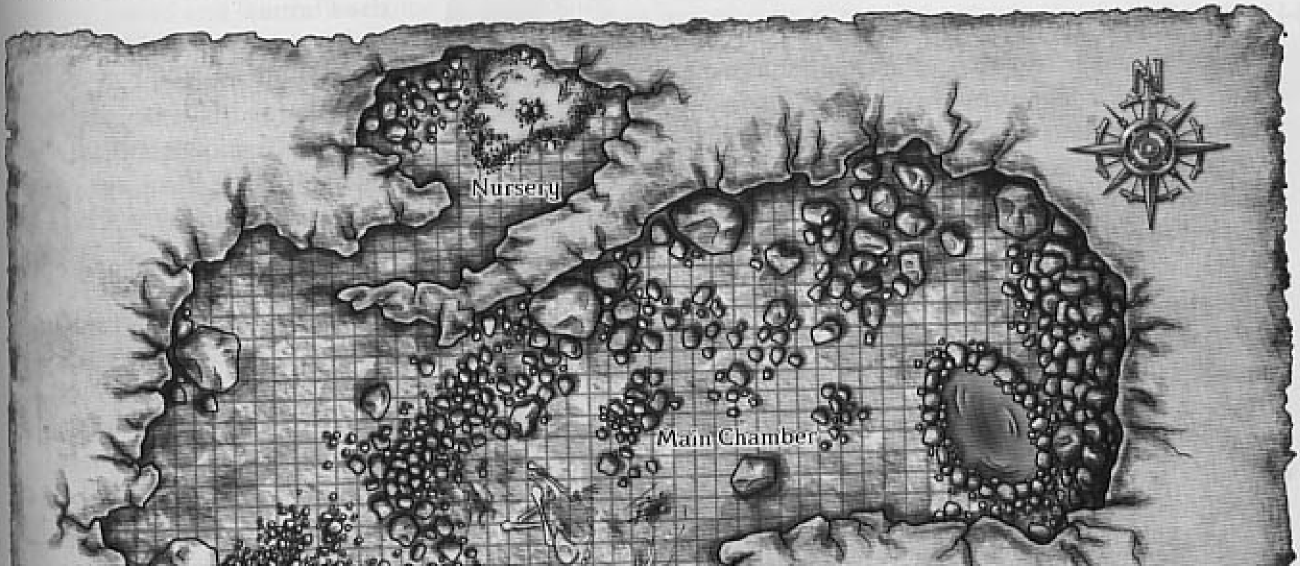
Dragon's Grave

Main Chamber

The carcass of an adult red dragon dominates this cavern, while the corpses of humanoid adventurers also litter the scene. The stench is nauseating. Upon first entering this chamber, each PC must make a DC 10 Fortitude save or be nauseated for 1 round.

Nursery

This small hollow is where both the very young dragon and *Crimson Ruination* are located. The sword is buried in a heap of coins and valuable objects that make up the dragon's hoard.



DESERT WIND

This slender and graceful scimitar is crafted of shining steel, lustrous ivory, and polished gold. Its hilt is set with brilliant blue sapphires and fiery red rubies. At first glance, the weapon appears to be nothing more than a showpiece, a gaudy bit of belt-jewelry for a foppish noble. Closer examination, however, reveals the blade's perfect balance and keen edge, as well as a grip wrapped in wire—it will not slip in a hand slick with sweat or blood.

Nonlegacy Game Statistics: *+1 scimitar;* Cost 2,315 gp. On a successful attack, *Desert Wind* deals 1 point of fire damage in addition to normal damage.

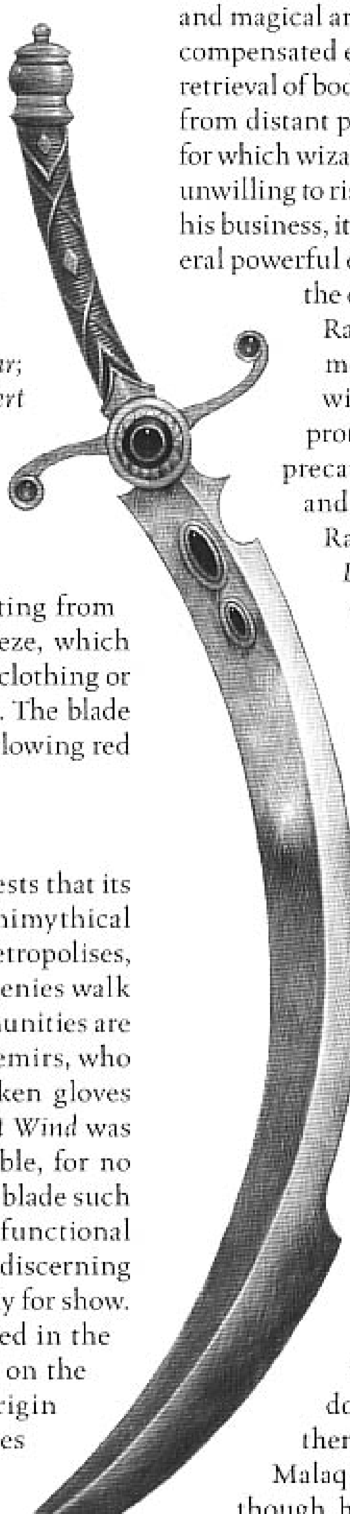
Omen: When you grasp the hilt of this weapon, you feel a soft, warm breeze, scented with the smells of date palms and exotic spices, as though wafting from a desert bazaar. Only you feel this breeze, which might cause an occasional ripple in your clothing or through your hair. It has no other effect. The blade grows very hot when wielded in battle, glowing red or even white.

HISTORY

The general design of *Desert Wind* suggests that its creator hailed from one of the great, semimythical cities of the southern deserts. In these metropolises, all citizens know powerful magic, and genies walk the streets alongside mortals. The communities are presided over by powerful caliphs and emirs, who rule with iron fists hidden within silken gloves of courtly intrigue and duplicity. *Desert Wind* was surely designed for such a wealthy noble, for no mere soldier could afford the finery of a blade such as this one. The fact that the scimitar is functional and beautiful shows that its owner was a discerning warrior, not one who carried a sword only for show. The dual themes of fire and air, reflected in the jeweled inlays and the gold embossing on the blade, hint at a possible supernatural origin for the sword, perhaps tied to the stories of the genies that dwell in the desert cities. **(DC 15)**

Desert Wind was commissioned by the emir Rashid ben Daoud, a wealthy and powerful merchant lord of the southern wastes. Rashid built his empire not on such paltry, mundane goods as gold and silver or exotic silks and spices, but on rare and precious spell components and magical artifacts from across the planes. Rashid compensated extraplanar adventurers amply for the retrieval of body parts from exotic outsiders, material from distant planar locales, and other rare sundries for which wizards were willing to pay a high price but unwilling to risk their own necks. Given the nature of his business, it is unsurprising that Rashid made several powerful enemies who would have delighted in the emir's death by slow torture. Naturally, Rashid hired the finest bodyguards that money could buy and filled his home with enough magical wards and traps to protect an entire lost city. On top of these precautions, in case all his defenses failed and his person was directly threatened, Rashid commissioned the forging of *Desert Wind* by an efreeti weaponsmith called Haqim. With steel mined from the Elemental Plane of Earth and a forge flame born on the Elemental Plane of Fire, Haqim created a magnificent scimitar, for which Rashid paid handsomely. **(DC 18; Rite of the Flame)**

Rashid received his sword, marveling at its razor sharpness, perfect balance, and near weightlessness, but still he feared the coming of his enemies. He then took the scimitar to a djinni of his acquaintance, a sorcerer named Malaq, to whom Rashid had sold many rare and valuable artifacts. Rashid asked Malaq to lay spells of protection and sureness in battle into the blade. He asked that the weapon defend him from all assault, that it ward against the presence of those from beyond this world, and that it be able to strike down his enemies, slicing through them as a bird cuts the air with its wings. Malaq took the sword and examined it, and though he saw from its construction that it was the work of the hated efreet, he agreed to the emir's request. With a coin made from a stone, a song stolen from dirt, and a knife from under the



Made to defend its wielder from all enemies, Desert Wind ended up bankrupting its original owner

Illus. by W. England

TABLE 3–12: DESERT WIND

Wielder Level	Personal Costs Attack Penalty	Save Penalty	Hit Point Loss	Skill Point Loss	Abilities
5th	—	—	—	—	Desert child
6th	—	—	2	—	*Fiery slash* 3/day
7th	–1	—	—	3	Dance of flame and wind +2
8th	—	–1	—	—	Desert draw
9th	—	—	—	3	*+2 scimitar*
10th	—	—	—	—	—
11th	—	—	—	—	*+2 defending scimitar*
12th	—	–2	—	—	*Howling wind* 3/day
13th	—	—	—	3	—
14th	–2	—	—	—	Dance of flame and wind +4
15th	—	—	—	—	Fan the flames 1/day
16th	—	—	—	3	*+2 defending flaming burst scimitar*
17th	—	—	—	—	Dance of flame and wind +6
18th	—	—	—	3	*+3 defending flaming burst scimitar*
19th	–3	—	—	—	*Dust of the desert* 1/day
20th	—	—	—	3	*+4 defending flaming burst scimitar*

hills, Malaq wove his most powerful spells into the sword. The steel practically thrummed with power, scarcely able to contain the sorceries placed upon it. When at last the casting was done, Malaq swore that he had never performed such mighty magic and that Rashid was surely as safe as any man could be, with his protective wards, his capable bodyguards, and his sword crafted and ensorcelled by genies. Rashid took the sword and felt the awesome power singing within it. He paid generously for it. **(DC 25; Rite of the Clouds)**

Though Rashid now possessed the finest sword among all the lords of the desert, this fantastic weapon was also his greatest folly. So much of his fortune had Rashid spent upon *Desert Wind* that he had no more money with which to pay his adventurers for their discoveries. With no remuneration forthcoming, Rashid's suppliers turned elsewhere to sell their goods. With no rare and powerful spell components to trade, Rashid had no money to pay his guards and servants. They all left him. With no servants to maintain them, Rashid's magical wards faltered and expired and his traps rusted and rotted, becoming useless. Soon, naught stood between Rashid and his enemies.

With nothing to hold them at bay, the outsiders from whom Rashid had profited began to close in on him. *Desert Wind*, once meant to be Rashid's last line of defense, was now his only protection. Mighty though the scimitar was, and skilled as Rashid was with a blade, he could not stand alone against his adversaries. He ran. The life of a pauper did not agree with Rashid, however, and he found he was incapable of earning coin to pay for his keep. At long last, he was cornered by agents of the devil prince Glornoth the Maleficent and dragged shrieking into the Nine Hells. Popular tales recount his fate—to be daily torn apart by devils harvesting his flesh, only to be rejuvenated each morning to suffer the same fate again. Of *Desert Wind*'s fate, no fable speaks. **(DC 31; Rite of the Pauper)**

LEGACY RITUALS

Three rituals are required to unlock all the abilities of *Desert Wind*.

Rite of the Flame: Since *Desert Wind* was forged in the fires of the efreeti Haqim's home plane, you must thrust the blade into a source of blistering heat, letting the metal grow white-hot before removing it. You must then allow the blade to cool, putting it back into the flame when the blade dims to its normal color. This cycle must be repeated without interruption for 24 hours. Blazes originating on the Elemental Plane of Fire are sufficient for this task, but on the Material Plane, only molten lava is hot enough to serve. The scimitar isn't harmed by this treatment. *Cost:* 2,000 gp. *Feat Granted:* Least Legacy (*Desert Wind*).

Rite of the Clouds: You are required to climb to the peak of a tall mountain (at least 7,000 feet) with the sword. At the peak, you must light a great fire and burn incense pleasing to the creatures of the air. *Cost:* 12,700 gp. *Feat Granted:* Lesser Legacy (*Desert Wind*).

Rite of the Pauper: You have to correct the mistakes Rashid ben Daoud made in the creation of the sword. This requires you to set aside one-quarter of all monies and valuables you collect for one month, vowing never to spend that sum frivolously. You must then travel to the beggar's quarter of any large city. *Cost:* 40,500 gp. *Feat Granted:* Greater Legacy (*Desert Wind*).

WIELDER REQUIREMENTS

Any martially inclined character who prefers a light, quick weapon benefits from *Desert Wind*.

DESERT WIND WIELDER REQUIREMENTS

Base attack bonus +3
Weapon Focus (scimitar)

LEGACY ITEM ABILITIES

All the following are legacy item abilities of *Desert Wind*.

Desert Child (Su): The wielder of *Desert Wind* takes to the heat of the desert days and the bitter chill of the desert nights as though born to it. Beginning at 5th level, you constantly benefit from the effects of an *endure elements* spell. Caster level 5th.

Fiery Slash (Sp): At 6th level and higher, by slashing the blade in a broad arc in front of yourself and speaking a command word, you cause it to spray a fan of flame, as with the *burning hands* spell. You can use this ability three times per day. The save DC is 11, or 11 + your Charisma modifier, whichever is higher. Caster level 5th.

Dance of Flame and Wind (Su): At 7th level, *Desert Wind* grants you a +2 enhancement bonus to Dexterity. This bonus increases to +4 at 14th level and to +6 at 17th level.

Desert Draw (Su): Starting at 8th level, you are treated as if you possessed the Quick Draw feat when unsheathing *Desert Wind*.

Howling Wind (Sp): At 12th level and highe three times per day by forcefully pointing th scimitar in the desired direction, you can use *gus of wind* as the spell. The save DC is 13, or 12 + you Charisma modifier, whichever is higher. Caste level 5th.

Fan the Flames (Su): Beginning at 15th leve once per day by placing the tip of *Desert Wind* int any flame, you can use *fireball* as the spell. The *firebal* explodes from the tip of the scimitar, and you ar unharmed by the resulting fire damage. The save DC is 14, or 13 + your Charisma modifier, whichever i higher. Caster level 10th.

Dust of the Desert (Sp): At 19th level and highe once per day when you issue the command wor and gesture with *Desert Wind*, you cause its tip t emit a thin green ray that can destroy one creatur utterly, as the *disintegrate* spell. The save DC is 19, o 16 + your Charisma modifier, whichever is highe Caster level 15th.

ADVENTURE SEED (EL 5)

After obtaining an ornate, obviously magical scimita (*Desert Wind*) at a bazaar, the PCs are approached by giant figure swathed in dark brown robes. The bein offers to buy the sword for 25 percent more tha the characters paid. If they refuse, or try to haggl the price higher, the creature becomes bellicose threatening them in colorful invective with a doze horrible, eternal tortures. Upon any hostile response the figure casts off his cloak, revealing himself as djinni. He then tries to take *Desert Wind* by force retreating only if reduced to fewer than one-quarte of his total hit points.

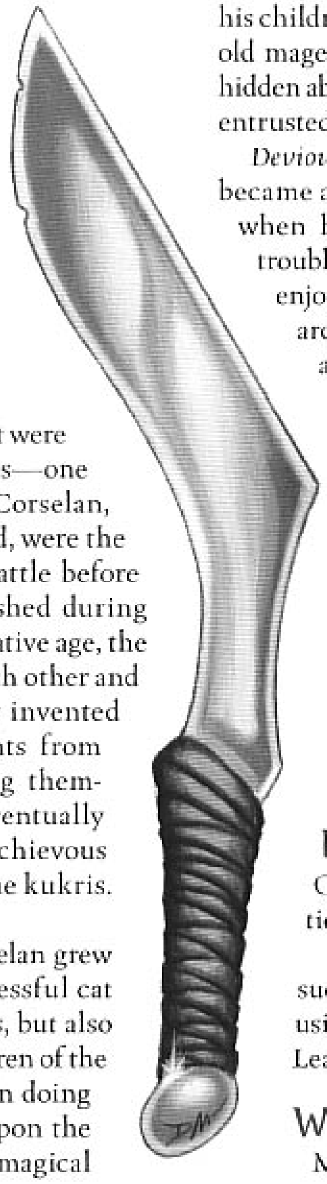
Djinni: hp 45 (see page 114 of the *Monste Manual*).

DEVIOUS AND VICIOUS

Devious and *Vicious* are kukris—heavy, curved knives with the sharp edge on the inside of the curve. Their blades are made from steel that has been polished to a reflective surface.

Nonlegacy Game Statistics: *+1 kukri*; Cost 2,308 gp.

Omens: The blades of both kukris are so reflective that each can be used as a small steel mirror (see page 127 of the *Player's Handbook*). *Devious* and *Vicious* never require sharpening, regardless of use.



Along with its twin, Vicious, this kukri assists its wielder in subterfuge

Illus. by D. Martin

HISTORY

Devious and *Vicious* are two kukris that were once wielded by a set of fraternal twins—one male and one female. Belgrath and Corselan, as the twins were respectively named, were the children of a solider who died in battle before they were born. Their mother perished during childbirth. Orphaned at such a formative age, the twins were steadfastly attached to each other and no one else. Together, they actively invented ways to discourage adoptive parents from separating them, mostly by getting themselves into trouble. The two were eventually hired by a wizard who put their mischievous skills to use and armed them with the kukris. (DC 15)

Both Items: As Belgrath and Corselan grew into adolescence, they became successful cat burglars, not only to feed themselves, but also to provide for the malnourished children of the orphanage to which they belonged. In doing so, the twins eventually stumbled upon the home of a wizard. They evaded his magical wards easily and looted the place's valuables, including two magical blades. When the wizard showed up at the orphanage, Belgrath and Corselan expected to be on the receiving end of his arcane wrath, but the old man adopted them instead. The wizard came to care a great deal for Belgrath and Corselan, both as his children and valued pawns in his stratagems. The old mage quickly realized the twins had awakened hidden abilities in the identical kukris, so he formally entrusted the blades to the siblings.

Devious: Devious was given to Corselan, who became a huckster of the highest order, especially when her brother needed to be bailed out of trouble. Despite the dangers they faced, the twins enjoyed their missions. They made up the wizard's trusted inner circle, and the trio became an influential force in the land, united by their family bond. **(DC 20; Words That Dance Circles)**

Vicious: Vicious was given to Belgrath, who became a terrible force to be reckoned with, especially when his sister was in peril. Despite the dangers they faced, the twins enjoyed their missions. They made up the wizard's trusted inner circle, and the trio became an influential force in the land, united by their family bond. **(DC 20; Eyes That Draw Blood)**

DEVIOUS LEGACY RITUAL

One ritual is required to unlock all the abilities of *Devious*.

Words that Dance Circles: You must successfully deceive three different targets by using Bluff checks. *Cost:* 2,000 gp. *Feat Granted:* Least Legacy (*Devious*).

WIELDER REQUIREMENTS

Most wielders of *Devious* are rogues or bards. Martial characters with more access to skills, such as rangers and barbarians, might also find the blade valuable.

Table 3–13: Devious

	Personal Costs				
Wielder Level	Attack Penalty	Save Penalty	Hit Point Loss	Skill Point Loss	Abilities
5th	—	—	—	—	Devious synergy
6th	—	—	—	—	Devious mastery
7th	—	—	2	—	*+1 keen kukri*
8th	–1	—	—	3	*Devious eavesdropper* 1/day
9th	—	–1	—	—	—
10th	—	—	—	3	Completed twin

DEVIOUS WIELDER REQUIREMENTS
Base attack bonus +2
Persuasive

LEGACY ITEM ABILITIES

All the following are legacy item abilities of *Devious*.

Devious Synergy (Su): At 5th level, you gain a +5 competence bonus on Bluff checks. When *Devious* is within 30 feet of its twin, *Vicious*, this bonus increases to +7.

Devious Mastery (Su): Beginning at 6th level, you can take 10 on Bluff checks, even when stress and distractions would normally prevent you from doing so, but only when attempting to verbally deceive another.

Devious Eavesdropper (Sp): At 8th level and higher, once per day on command, you can use *detect thoughts* as the spell. The save DC is 13, or 12 + your Charisma modifier, whichever is higher. Caster level 5th.

Completed Twin (Su): Once you reach 10th level, when *Devious* is within 30 feet of *Vicious*, its effective enhancement bonus is +1 better than normal.

ADVENTURE SEED (EL 7)

Lurin has long moved between outlying taverns and hamlets, entertaining as a minstrel and keeping her distance from the larger cities and their laws. When not amusing others, the bard scouts the roadways for lone travelers and easy targets—Lurin makes most of her living as a highway bandit while disguised as a man. Her favorite prey is a wealthy foreigner that she meets passing through a village. After advising such a person about the best shortcuts in the area, Lurin subdues the luckless dupe on some lonely trail, stealing whatever she can carry. It was during one such robbery that she came into possession of *Devious*, which has helped propagate many more deceptions ever since. If the PCs spend money openly and freely, they might well meet Lurin on the road.

LURIN, HIGHWAY ROBBER **CR 7**
Female half-elf bard 3/ranger 3
CN Medium humanoid (elf)
Init +2; **Senses** low-light vision, Listen +6, Spot +6
Languages Common, Elven

AC 16, touch 12, flat-footed 14
hp 32 (6 HD)
Immune sleep
Fort +5, **Ref** +8, **Will** +5 (+7 against enchantments)

Speed 30 ft. (6 squares)
Melee mwk rapier +8 (1d6/18–20) or
Melee mwk rapier +6 (1d6/18–20) and
Devious +6 melee (1d4+1/18–20) with Two-Weapon Fighting or
Ranged mwk longbow +8 (1d8/×3 plus poison)
Base Atk +5; **Grp** +5
Atk Options favored enemy humans +2, drow poison (injury, DC 13, unconsciousness 1 minute / unconsciousness 2d4 hours)
Special Actions bardic music 3/day (inspire competence, inspire courage +1, fascinate 1 target, countersong)
Combat Gear 2 *potions of cure light wounds*
Bard Spells Known (CL 3rd):
1st (2/day)—*cure light wounds, disguise self, sleep* (DC 14)
0 (3/day)—*daze* (DC 13), *detect magic, lullaby* (DC 13), *mage hand, prestidigitation, read magic*

Abilities Str 10, Dex 14, Con 12, Int 8, Wis 13, Cha 16
SQ bardic knowledge +2, devious mastery, devious synergy, wild empathy +6 (+2 magical beasts)
Feats Endurance^B, Exotic Weapon Proficiency (kukri), Least Legacy (*Devious*)^B, Persuasive, Track^B, Two-Weapon Fighting^B, Weapon Finesse
Skills Bluff +16, Concentration +7, Diplomacy +9, Disguise +3 (+5 acting in character), Gather Information +11, Hide +5, Intimidate +7, Listen +6, Move Silently +5, Perform (sing) +9, Search +1, Sleight of Hand +4, Spot +6, Survival +4

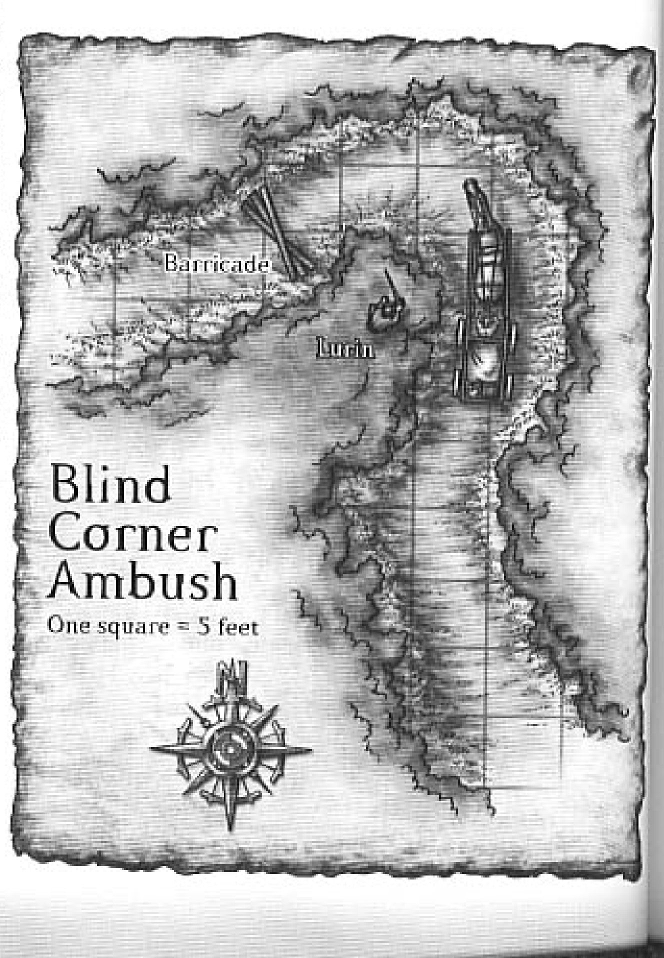


Table 3–14: Vicious

	Personal Costs				
Wielder Level	Attack Penalty	Save Penalty	Hit Point Loss	Skill Point Loss	Abilities
5th	—	—	—	—	Vicious synergy
6th	—	—	2	—	Vicious mastery
7th	—	—	—	3	*+1 keen kukri*
8th	—	—	—	—	Vicious intimidation
9th	–1	—	—	3	—
10th	—	–1	—	—	Completed twin

Possessions combat gear plus mithral shirt, *Devious*, masterwork rapier, masterwork longbow with 20 arrows, 2 doses of drow poison

---

Devious Synergy (Su) +5 competence bonus on Bluff checks (included). +7 within 30 feet of *Vicious*.

Devious Mastery (Su) Can take 10 on any Bluff check to deceive a target.

Blind Corner Ambush

This map presents one possible situation for Lurin's ambush. The robber lurks at a sharp curve in a forest shortcut, where the road becomes very narrow, forcing carriages and wagons to slow down.

Barricade

Lurin has created a barricade of fallen trees. It is around a sharp corner so that approaching travelers can't see it ahead of time.

Lurin

The robber is hiding in the trees, longbow at the ready, to fire on vehicles and their riders who are stopped by the barricade.

VICIOUS LEGACY RITUAL

One ritual is required to unlock all the abilities of *Vicious*.

Eyes That Draw Blood: You must successfully intimidate or demoralize three different opponents, each possessing no fewer than 5 Hit Dice, by using Intimidate checks. *Cost:* 2,000 gp. *Feat Granted:* Least Legacy (*Vicious*).

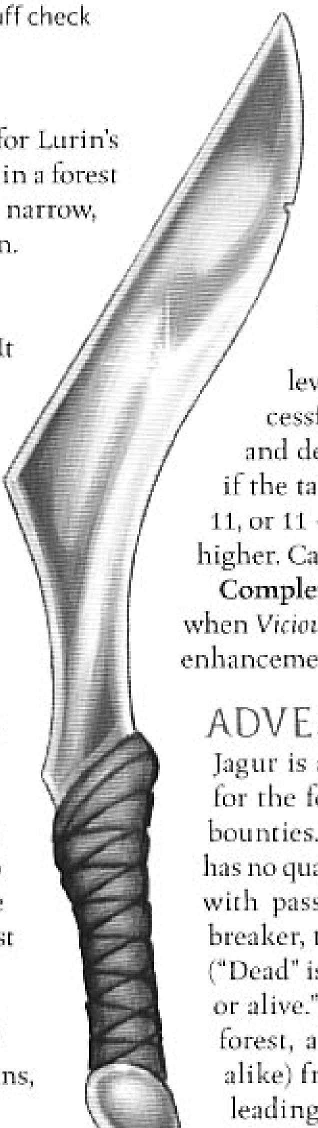
WIELDER REQUIREMENTS

Most wielders of *Vicious* are bards, barbarians, fighters, rangers, or rogues.

Vicious Wielder Requirements

Base attack bonus +2

Intimidate 2 ranks



Along with its twin, Devious, this kukri assists its wielder in intimidation

LEGACY ITEM ABILITIES

All the following are legacy item abilities of *Vicious*.

Vicious Synergy (Su): At 5th level, you gain a +5 competence bonus on Intimidate checks. When *Vicious* is within 30 feet of its twin, *Devious*, this bonus increases to +7.

Vicious Mastery (Su): Beginning at 6th level, you can take 10 on Intimidate checks, even when stress and distractions would normally prevent you from doing so, but only when attempting to demoralize an opponent.

Vicious Intimidation (Su): At 8th level and higher, the first time you successfully use *Vicious* to attack an opponent and deal damage, that opponent must save as if the target of a *cause fear* spell. The save DC is 11, or 11 + your Charisma modifier, whichever is higher. Caster level 5th.

Completed Twin (Su): Once you reach 10th level, when *Vicious* is within 30 feet of *Devious*, its effective enhancement bonus is +1 better than normal.

ADVENTURE SEED (EL 7)

Jagur is an outdoorsman who gave up the city for the forest, and now he hunts criminals for bounties. When his actual quarry escapes, Jagur has no qualms about hunting down any humanoid with passing resemblance to the missing lawbreaker, turning in that hapless person instead. ("Dead" is Jagur's preferred part of "wanted dead or alive.") His favorite tactic is to lay traps in a forest, attack a fugitive (or unfortunate lookalike) from range, and run away when chased, leading any pursuers into the traps. When the snares are sprung, Jagur closes to finishes the target off with *Vicious*, an acquisition from a recent victim.

Illus. by D. Martin

Unfortunately, one of the PCs looks a lot like one of Jagur's recent escapees, and the half-orc just needs a head to collect the considerable bounty.

JAGUR **CR 7**
Male half-orc barbarian 3/rogue 3
NE Medium humanoid (orc)
Init +3; **Senses** darkvision 60 ft., Listen –1, Spot +5
Languages Common, Orc

AC 16, touch 11, flat-footed 16; Dodge, uncanny dodge
hp 53 (6 HD)
Resist evasion
Fort +8, **Ref** +7, **Will** +3

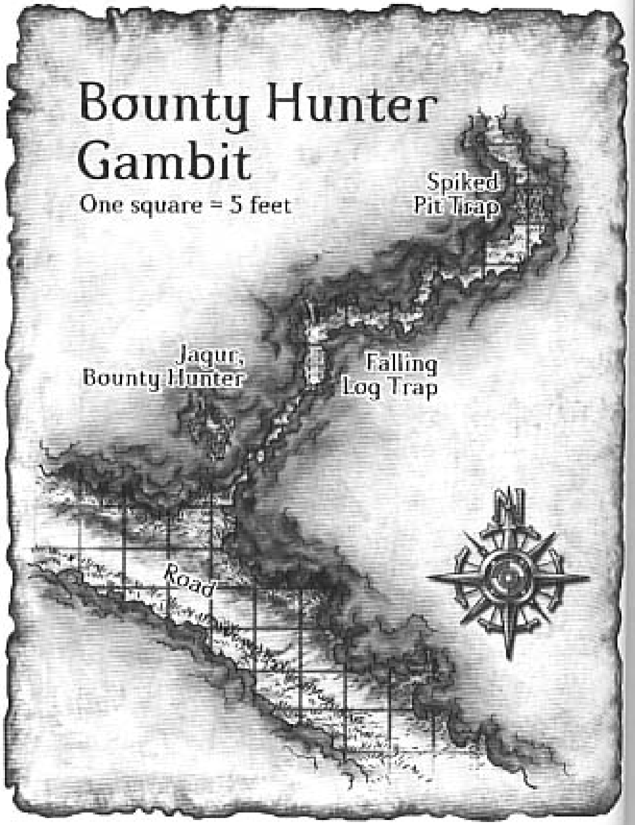
Speed 40 ft. (8 squares)
Ranged mwk composite longbow +7/+7 (1d8+3/×3) with Rapid Shot or
Ranged mwk composite longbow +9 (1d8+3/×3) or
Melee *Vicious* +11 (1d4+6/18–20) or
Melee mwk greataxe +11 (1d12+7/×3)
Base Atk +5; **Grp** +10
Atk Options Point Blank Shot, rage 1/day (6 rounds), Rapid Shot, sneak attack +2d6
Combat Gear 2 *potions of cure light wounds*, 2 *potions of lesser restoration*

Abilities Str 20, Dex 16, Con 17, Int 8, Wis 8, Cha 10
SQ fast movement, trapfinding, trap sense +2
Feats Exotic Weapon Proficiency (kukri), Point Blank Shot, Rapid Shot
Skills Balance +5, Climb +8, Intimidate +12, Jump +14, Spot +5
Possessions combat gear plus *+2 studded leather*, *Vicious*, masterwork greataxe, masterwork composite longbow (+3 Str bonus) with 20 arrows, 10 cold iron arrows, 10 silver arrows, masterwork thieves' tools

Vicious Synergy (Su) +5 competence bonus on Intimidate checks (included), +7 within 30 feet of *Devious*.
Vicious Mastery (Su) Can take 10 on any Intimidate check to demoralize an opponent.

When not raging, Jagur has the following changed statistics:

AC 18, touch 13, flat-footed 18; Dodge, uncanny dodge
hp decrease by 12
SV Fort +5, Will +1
Melee *Vicious* +9 (1d4+4/18–20) or
Melee mwk greataxe +9 (1d12+4/×3)
Grp +8
Abilities Str 16, Con 13
Skills Balance +5, Bluff +5, Climb +6, Craft (trapmaking) +5, Diplomacy +2, Hide +9, Intimidate +12, Jump +12, Move Silently +9, Spot +5, Tumble +10



Bounty Hunter Gambit

Road
Jagur attacks the PCs as they move along this road.

Jagur
Jagur hides 20 feet up in a tree and snipes at the targe character. He tumbles down if anyone approache retreating along a memorized path in an attempt t lure the PCs toward his traps. The bounty hunte avoids the log trap's tripwire, then leaps over the pi with a DC 5 Jump check.

Falling Log Trap
CR 1; mechanical; location trigger; manual rese multiple targets (first or second target in each o two adjacent 5-foot squares, second target takes hal damage); falling logs (Atk +10 melee, 4d4, logs); Searc DC 20; Disable Device DC 22.

Spiked Pit Trap
CR 2; mechanical; location trigger; manual reset; DC2 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targe (first target in each of two adjacent 5-foot squares); pi spikes (Atk +10 melee, 1d4 spikes per target for 1d4+ each); Search DC 18; Disable Device DC 15.

ALTERNATIVE ENCOUNTER

The above adventure seeds for *Devious* and *Vicious* assume that separate individuals carry the weapons. If you would rather introduce the weapons to your group as a matched set of legacy weapons, consider the following NPC, Unthek Grey, a dark assassin who wields both blades with deadly efficiency.

UNTHEK GREY CR 13

Male dwarf rogue 5/fighter 2/assassin 4

LE Medium humanoid

Init +2; **Senses** darkvision 60 ft., Listen +8, Spot +10

Languages Common, Dwarven

AC 19, touch 13, flat-footed 19; +4 AC against giants, uncanny dodge

hp 60 (11 HD)

Resist +2 on saves against spells and spell-like effects, evasion, stability (+4 against bull rush and trip)

Fort +6 (+10 against poison), **Ref** +10, **Will** +1

Speed 20 ft. (4 squares)

Melee *Devious* +12/+7 (1d4+5/15–20) or

Melee *Devious* +10/+5 (1d4+5/15–20) and *Vicious* +10/+5 (1d4+3/15–20) or

Ranged *+1 composite longbow* +10/+5 (1d8+4/×3)

Base Atk +8; **Grp** +11

Atk Options sneak attack +5d6

Special Actions death attack (DC 15; death or paralysis for 1d6+4 rounds)

Combat Gear 2 *potions of cure moderate wounds*, 2 *potions of invisibility*

Assassin Spells Known (CL 4th):

2nd (1/day)—*alter self, cat's grace, invisibility*

1st (4/day)—*feather fall, jump, obscuring mist, sleep* (DC 12)

Abilities Str 16, Dex 17, Con 14, Int 13, Wis 10, Cha 6

SQ poison use, stonecunning, trapfinding, trap sense +2

Feats Exotic Weapon Proficiency (kukri), Improved Two-Weapon Fighting, Persuasive, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (kukri)

Skills Balance +12, Bluff +7, Climb +10, Disguise +6, Escape Artist +8, Hide +14, Intimidate +7, Jump +10, Listen +8, Move Silently +14, Spot +10, Tumble +14, Use Rope +3 (+5 involving bindings)

Possessions combat gear plus *+2 chain shirt, Devious, Vicious, +1 composite longbow* (+3 Str bonus) with 20 arrows, *gloves of Dexterity +2, cloak of resistance +1*

Devious Synergy (Su) +7 competence bonus on Bluff checks.

Devious Mastery (Su) Can take 10 on any Bluff check.

Devious Eavesdropper (Sp) Once per day on command, can use *detect thoughts* as the spell. Will DC 13. CL 5th.

Completed Twin (Su) *Devious* is a *+2 keen kukri* when within 30 feet of *Vicious*.

Vicious Synergy (Su) +7 competence bonus on Intimidate checks.

Vicious Mastery (Su) Can take 10 on any Intimidate check.

Vicious Intimidation (Su) The first time Unthek successfully uses *Vicious* to attack an opponent and deals damage, that opponent must save as if the target of a *cause fear* spell. Will DC 11. CL 5th.

Completed Twin (Su) *Vicious* is a *+2 keen kukri* when within 30 feet of *Devious*.

DIVINE SPARK

Divine Spark is a silver holy symbol sculpted to resemble a shining sun. Such an image is sometimes used by clerics and paladins not associated with any particular deity. The amulet is small enough to be gripped in one hand.

Nonlegacy Game Statistics: *Silver holy symbol of resistance +1;* Cost 1,550 gp; Weight 1 lb. If you have the ability to turn undead, all language-speaking creatures within 30 feet can understand you when you speak, regardless of language. This does not give you any ability to understand others' languages.

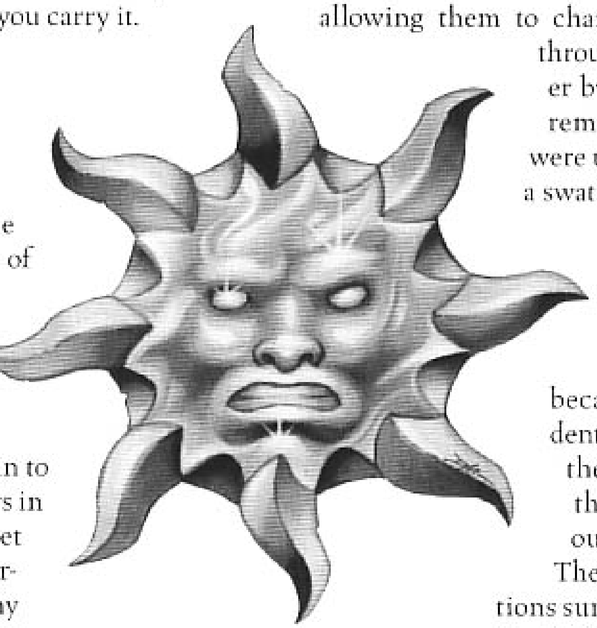
Omen: Divine Spark transforms into your preferred holy symbol while you carry it.

HISTORY

Divine Spark was created when a great swelling evil threatened to overrun the world and extinguish all human life. The most powerful necromancers of the known realms formed an unholy pact, creating armies of ghouls, skeletons, wights, and zombies that wiped out entire regions, adding the slain to their numbers. Church leaders in the land could not afford to let bickering and religious differences come between them any longer. One man united them—Carthid Ufander. Carthid did not believe in any deity, for what god would allow so many people to suffer at the hands of rabid, amoral creatures that made feasts out of human flesh? Carthid did believe in something greater than himself, however—the resilience of humanity. To him, nothing was more divine than this one truth. **(DC 15)**

As countries fell to legions of the unliving, fleeing populations were pushed farther and farther inland, away from the oceans that could carry them to safety. They were being herded against the largest mountain range of the region, over which they could not climb fast enough to escape their pursuers. Carthid knew this. He rode out to each pocket of humanity and urged them to combine forces rather than face extinction—they could not refuse aid, and they were too few in number to make a stand alone. Everyone Carthid spoke to agreed. When the leaders finally met, *Divine Spark* was able to decipher the language of each, but only from the one who held the holy symbol to listeners. As a result, those who did not share common tongues could be heard only when one held *Divine Spark* while the others listened, allowing each person to speak in turn. **(DC 20; Talking Stick)**

In the span of one night, strategies were concocted, forming first, second, and third lines of defense, always keeping the mountains at the united army's back. Carthid gathered all the holy persons around him the next morning and meditated before battle. When the undead arrived, *Divine Spark* became the focal point for every consecrated person present, allowing them to channel their turning abilities through Carthid and raise his power by a degree based on all who remained in their circle. They were unstoppable together, cutting a swath through the undead wherever they moved. If one cleric was slain, all the others' turning abilities were immediately refreshed. No death was in vain. It quickly became obvious the overconfident necromancers had stretched themselves too thin. That day, the tide of battle shifted without any divine intervention. The members of the human nations survived by saving themselves. Carthid disappeared into obscurity shortly thereafter, but he has long been remembered as the man who single-handedly, though only briefly, united all religions. **(DC 25; Belief in Kin)**



Divine Spark brought together those of pure heart to resist overwhelming evil

Illus. by D. Martin

LEGACY RITUALS

Two rituals are required to unlock all the abilities of *Divine Spark*.

Talking Stick: You must speak or learn to speak at least five different languages (including automatic languages, bonus languages, and languages acquired via the Speak Language skill). *Cost:* 2,450 gp. *Feat Granted:* Least Legacy (*Divine Spark*).

Belief in Kin: You are required to spend one day per character level in meditation with *Divine Spark*. At least 8 hours of each day must be spent meditating, and you cannot engage in any strenuous activity or spellcasting during this period. *Cost:* 11,500 gp. *Feat Granted:* Lesser Legacy (*Divine Spark*).

TABLE 3–15: DIVINE SPARK

	Personal Costs			
Wielder Level	Attack Penalty	Hit Point Loss	Spell Slot Loss	Abilities
5th	—	—	—	Endure evil
6th	—	2	1st	*Silver holy symbol of resistance +2*
7th	—	2	—	Turning grace +1
8th	–1	—	2nd	—
9th	—	2	—	*Silver holy symbol of resistance +3*
10th	—	—	3rd	*Fear no evil* 1/day
11th	—	—	—	*Silver holy symbol of resistance +4*
12th	—	—	4th	Turning grace +2
13th	—	2	—	*Searing light* 1/day
14th	—	—	5th	Turning grace +3
15th	—	2	—	*Silver holy symbol of resistance +5*
16th	—	—	6th	Turning grace +4

WIELDER REQUIREMENTS

Clerics and paladins are the only ones capable of wielding *Divine Spark*. Other classes all lack the requisite turning abilities without multiclassing. Paladins can gain access to the staff's least abilities, but they are typically incapable of paying the personal costs required for the more powerful abilities and rarely complete the Belief in Kin ritual.

DIVINE SPARK WIELDER REQUIREMENTS

Ability to cast 1st-level divine spells
Diplomacy 2 ranks
Any nonevil alignment
Ability to turn undead

LEGACY ITEM ABILITIES

All the following are legacy item abilities of *Divine Spark*.

Endure Evil (Su): At 5th level and higher, you enjoy the constant effect of a *protection from evil* spell. Caster level 5th.

Turning Grace (Su): Beginning at 7th level, you turn undead as if you were one level higher in the class that grants you the ability. You are treated as two levels higher in that class starting at 12th level, three levels higher beginning at 14th level, and four levels higher at 16th level and above.

Fear No Evil (Sp): Starting at 10th level, once per day on command, you can use *magic circle against evil* as the spell. The area is always centered on you. Caster level 5th.

Searing Light (Sp): At 13th level and higher, once per day on command, you can use *searing light* as the spell. The spell is maximized. Caster level 10th.

ADVENTURE SEED (EL 7)

When Carthid succeeded, with the cooperation of many other holy persons, in vanquishing the greatest undead threat of his time, he was soul-weary and wanted to rest. Much fanfare followed the victory and praise for Carthid personally, but that was never his reason for getting involved. He simply possessed clarity of vision, letting him see the right course of action at the right time. *Divine Spark* was heavy in his hands now, embodying more power than he ever wanted to use again. Carthid deliberately hid the potent item among the ruins of a city slated for rebuilding. That was a millennium ago. *Divine Spark* can be found by explorers delving into the remains of that old metropolis, which still exists beneath a modern one.

Four ankhegs inhabit the same area. Their tunnels have opened the way to a tomb, and *Divine Spark* can be found in one of the coffins.

Ankhegs (4): hp 28 each (see page 14 of the *Monster Manual*).

Tomb of Ankheg Eggs

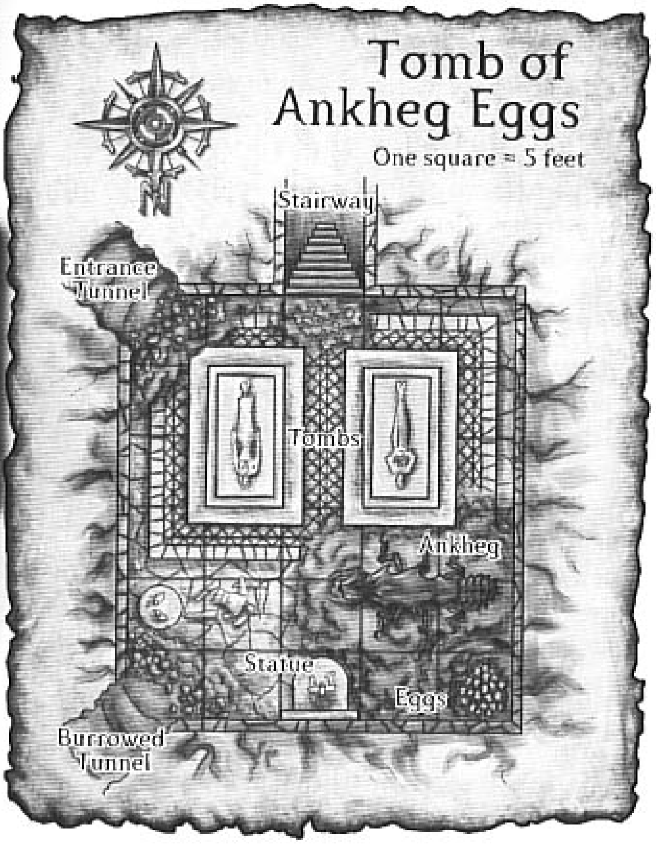
This map depicts an abandoned tomb within the buried city that has been made into a home by mated ankhegs.

Entrance Tunnel

The ankhegs burrowed into the tomb, leaving this passage. Heaps of earth and rubble surround the entrance, but it is not blocked.

Stairway

The original stairway to the tomb has collapsed from the weight of earth above, and the stairs are partially filled with rubble.



Tombs
These sarcophagi of long-forgotten warriors are largely intact.

Statue
This represents a kneeling warrior standing watch over the tomb. A second statue has collapsed, and its pieces lie scatted on the floor.

Burrowed Tunnel
This tunnel penetrates deeper into the buried ruins, and it is also surrounded by piles of rubble. Three ankhegs currently dig here, and they respond to sounds of combat in the tomb.

Ankheg
A female ankheg guards a clutch of eggs laid in a corner of the tomb.

Eggs
Thirteen eggs are partially buried in a pile of earth and rotting waste to keep them warm.

Divine Spark in Eberron

The foul cult of the Blood of Vol has spread throughout the continent of Khorvaire, with ties even to the distant lands of Aerenal and Xen'drik. The ancient lich Vol and her followers see undeath as a path to divinity, and through necromancy and even bloodline manipulation, they pursue this twisted end.

Those who serve deities of light and life despise the dark ambitions of the Blood of Vol, but the most fanatical champions against undeath are the followers of the Silver Flame. This lawful good deity is a disembodied force of purity associated with a once-mortal paladin, dedicated to protecting humanity from supernatural evil. Many paladins follow the Silver Flame, and in the hands of such a champion, *Divine Spark* becomes a resplendent tool against the taint of Vol.

Since *Divine Spark* is not tied to a specific god's worship, a cleric or paladin of any deity could just as easily use it. It might even be found in the hands of a goblinoid cleric of Darguun's Kech Volaar tribe. Kalashtar follow the Path of Light rather than worshiping a deity, and they too might make use of *Divine Spark* to strengthen their lands against darkness.

Divine Spark in Faerûn

Velsharoon is lord of the undead and necromancy. A relatively new deity, he was once a renegade Red Wizard who competed with the terrible lich Szass Tam before finding a method to achieve immortality. His greatest enemy is Kelemvor, the deity of death and the afterlife. Kelemvor despises Velsharoon for his support of necromancy, which keeps the dead from their deserved rest. His clerics are tireless in their pursuit of undead and those who create them, sometimes declaring crusades to this end. *Divine Spark*'s ability to facilitate communication can only aid such causes, in addition to its effectiveness against the undead.

Kelemvor's followers sometimes come into conflict with clerics of Jergal, who occasionally seek church-sanctioned undeath to continue the endless work of archiving the rolls of the dead. To Kelemvor, every form of undead is an abomination, even when it serves his grim seneschal. The church of Jergal might try to locate and hide *Divine Spark* to prevent interference in their sacred tasks. Alternatively, the small cadre known as Companions of the Pallid Mask might take up the legacy item in their quest to combat undead not authorized in the service of Jergal.

DURINDANA

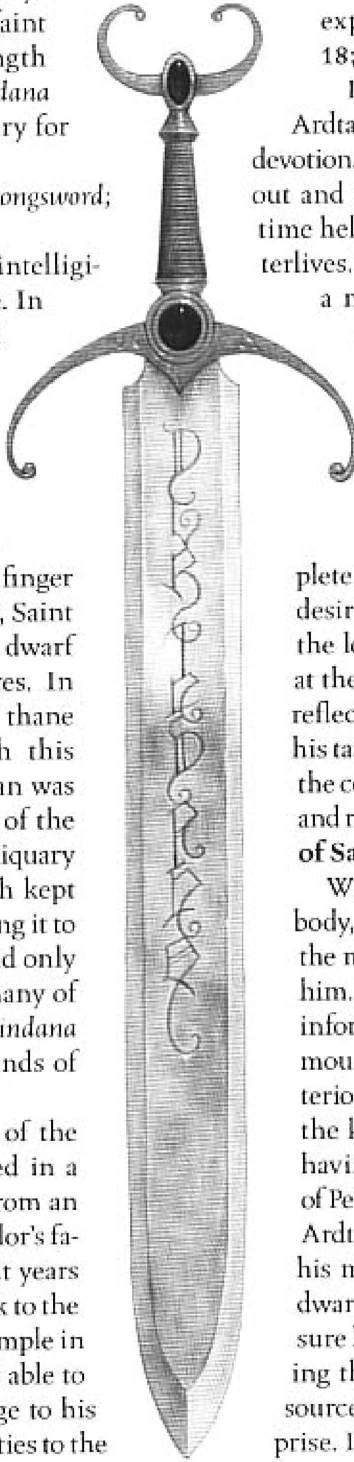
Durindana is an austere longsword. Those familiar with the arts of the forge might recognize the craftsmanship as dwarven, but the style of the blade is distinctly human. A faint tracery of Celestial script runs the length of the blade, naming the weapon *Durindana* and proclaiming its role as the reliquary for the fingerbones of Saint Ardtan.

Nonlegacy Game Statistics: *+1 longsword;* Cost 2,315 gp.

Omen: The script on Durindana is intelligible to anyone, even if you are illiterate. In direct sunlight, the blade gleams with a hard, sharp edge, as though it draws the sunbeams to it.

HISTORY

Durindana is a blade sacred to the faith of Pelor, forged by a dwarf weaponsmith eighty years ago to house the finger bones of the legendary undead-hunter, Saint Ardtan. Ardtan was slain defending a dwarf stronghold from a plague of vampires. In gratitude for his sacrifice, the dwarf thane presented the church of Pelor with this sword to honor the hero. When Ardtan was canonized several years later, the hilt of the sword was hollowed out to serve as a reliquary for the saint's fingerbones. The church kept *Durindana* in its securest vaults, allowing it to be used only by the holiest persons and only in times of dire need. Even though many of its wielders have died in battle, *Durindana* always finds its way back into the hands of the church. **(DC 15)**



Durindana is the revered weapon of a legendary undead slayer

Saint Ardtan was raised as a ward of the church of Pelor, after his parents died in a plague while he was still an infant. From an early age, Ardtan showed signs that Pelor's favor was upon him. When he was eight years old, Ardtan claimed that he could speak to the ghost of a former archdeacon of the temple in which he was then living. Ardtan was able to help the archdeacon pass on a message to his surviving family, resolving the ghost's ties to the Material Plane and allowing him to ascend to his proper rest. When Ardtan was ten, he snuck out of the temple to track down a vampire menacing the city. He cornered the monster. Then, by pinning it with his fiery gaze, Ardtan held the vampire rooted to the spot until the sun rose and disintegrated it. Shortly thereafter, the church rewarded young Ardtan, enlisting him into the service of the order's oldest and most experienced paladin, Tram de Carnag. **(DC 18; First Station of Saint Ardtan)**

During his years with Tram de Carnag, Ardtan continued to demonstrate his piety and devotion. He possessed an uncanny ability to seek out and destroy evil undead, while at the same time helping more benign undead go to their afterlives. In faraway scablands, the pair disrupted a necromantic cult of Nerull and rescued many unfortunates who had been kidnapped and brainwashed by the sect. Tram was slain during that battle. It then fell to Ardtan to return the old knight's body to Tram's homeland for proper burial. Ironically, Tram's ghost lingered behind, his need to complete Ardtan's training being greater than his desire to move on to his reward. According to the lore of the church, Ardtan simply smiled at the spirit, and Tram saw the glories of Pelor reflected in the boy's face, instantly revealing his task was long done. The old paladin let go of the concern fettering him to the physical world and rose to Pelor's side. **(DC 25; Second Station of Saint Ardtan)**

When he returned to his temple with Tram's body, Ardtan was hailed as a hero and a saint in the making. The church immediately knighted him. After receiving his spurs, Ardtan was informed of a dwarf settlement in the northern mountains that was suffering a plague of mysterious deaths. The clerics of Moradin believed the killings were the work of a vampire and, having heard the tales of the renowned Ardtan of Pelor, requested the young paladin's assistance. Ardtan waited only long enough to attend his mentor's funeral before riding north. The dwarves greeted him with a hero's welcome, sure he would deliver them from the evil plaguing their hold. When he finally did locate the source of the murders, Ardtan was taken by surprise. It was not one vampire, but an entire pack of the creatures at least twenty strong, with several more vampire spawn at their command. The battle was fierce, but even Ardtan could not stand against such numbers for long. He fell, but at the instant of his death, a blinding flash

Illus. by W. England

TABLE 3–16: DURINDANA

	Personal Costs			
Wielder Level	Attack Penalty	Save Penalty	Hit Point Loss	Abilities
5th	—	—	—	Saint's grace
6th	—	—	4	Endure evil
7th	—	—	—	*Pelor's gaze* 1/day
8th	—	–1	—	—
9th	–1	—	2	*+2 longsword*
10th	—	—	—	—
11th	—	—	2	*+2 holy longsword*
12th	—	—	—	—
13th	–2	—	—	Pelor's baleful eye
14th	—	—	—	*Pelor's protecting grasp* 1/day
15th	—	–2	—	*+3 holy longsword*
16th	—	—	—	—
17th	—	—	—	*+3 holy undead bane longsword*
18th	—	–3	2	Hallowed ground
19th	—	—	2	Pelor's dazzling beneficence
20th	—	—	2	*+4 holy undead bane longsword*

of pure sunlight filled the vampires' lair, destroying the remaining monsters. **(DC 31; Third Station of Saint Ardtan)**

LEGACY RITUALS

Three rituals are required to unlock all the abilities of *Durindana*.

First Station of Saint Ardtan: You must travel to the temple of Pelor where Saint Ardtan was raised, and there spend 24 hours in fasting and meditation. *Cost:* 2,200 gp. *Feat Granted:* Least Legacy (*Durindana*).

Second Station of Saint Ardtan: You are required to make a pilgrimage to the site of the battle with the cult of Nerull that claimed the life of Saint Ardtan's mentor, Tram de Carnag. The site is still marked with a small shrine. Braving the natural perils of the scablands is challenging enough, but you must also sacrifice something of great personal significance, mirroring Saint Ardtan's loss. *Cost:* 12,500 gp. *Feat Granted:* Lesser Legacy (*Durindana*).

Third Station of Saint Ardtan: You have to journey to the ancient dwarven citadel where Saint Ardtan died. The stronghold has been deserted for many years, and rumors circulate about something evil dwelling in its lightless depths. Nevertheless, you must spend a full day and night in the catacombs where Saint Ardtan fell. *Cost:* 40,500 gp. *Feat Granted:* Greater Legacy (*Durindana*).

WIELDER REQUIREMENTS

Durindana is the weapon of paladins and militant clerics, especially those who worship Pelor. A ranger (particularly one with undead as a favored enemy) might also find *Durindana* useful, as might a multiclass cleric/fighter.

DURINDANA WIELDER REQUIREMENTS

Ability to cast 1st-level divine spells
Base attack bonus +2
Any nonevil alignment

LEGACY ITEM ABILITIES

All the following are legacy item abilities of *Durindana*.

Saint's Grace (Su): At 5th level, you gain a +2 resistance bonus on all saving throws.

Endure Evil (Su): Beginning at 6th level, you enjoy the constant effects of a *protection from evil* spell. Caster level 5th.

Pelor's Gaze (Sp): At 7th level and higher, once per day on command, you can cause *Durindana* to shed *daylight* as the spell. Caster level 5th.

Pelor's Baleful Eye (Su): Starting at 13th level, as long as you carry *Durindana* before you, you turn undead as though you were four levels higher in the class that grants you the ability.

Pelor's Protecting Grasp (Sp): At 14th level and higher, once per day on command, you can use *death ward* as the spell. Caster level 7th.

Hallowed Ground (Su): Beginning at 18th level, once per day, you can drive *Durindana*'s blade into the surface on which you stand, creating the effects of a *hallow* spell with a *daylight* spell tied to it. This effect lasts as long as the sword remains so positioned, though you need not continue to grasp it. Caster level 9th.

Pelor's Dazzling Beneficence (Su): At 19th level and higher, as a swift action, you can call down Pelor's gaze on yourself, which manifests as a dazzling golden light. You then glow as brightly as a torch, but more importantly, your actual location is difficult to pin down through the radiance, granting you total concealment for up to 15 rounds per day. These rounds need not be used consecutively.

ADVENTURE SEED (EL 7)

While scouting the ruins of an ancient dwarven stronghold, the heroes discover a hidden chamber behind a crumbling wall. Inside, the chamber is opulently appointed with expensive furniture and elegant tapestries. The owner of these decadent quarters is a vampire named Sivart. He has been hiding in this secret chamber for several months now, quietly feeding on the populace of a nearby town.

Within a stout, iron-bound chest against the wall is *Durindana*, laid to rest there decades ago when Sivart found the sword in nearby caverns. Concerned that touching it might cause him harm, Sivart *dominated* a dark elf ranger into carrying the weapon back to his lair and locking it in the chest.

Vampire Lair

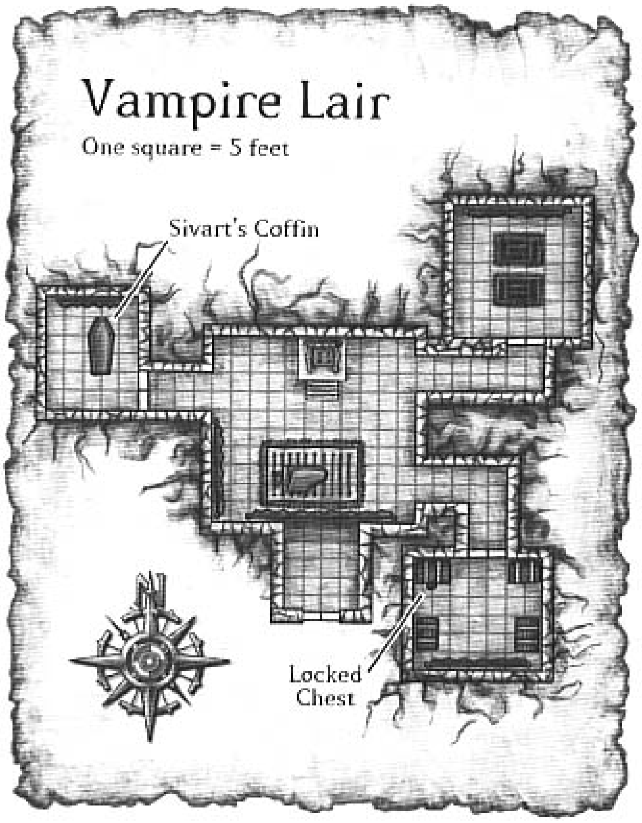
Sivart's Coffin

This is Sivart's coffin, to which he retreats when badly injured. The coffin is hardwood reinforced with steel (hardness 10, 30 hit points). Forcing it open requires a DC 30 Strength check, but the lock can be picked with a DC 25 Open Lock check.

SIVART **CR 7**
Male vampire fighter 5
CE Medium undead (augmented humanoid)
Init +6
Senses darkvision 60 ft., Listen +12, Spot +12
Languages Common

AC 25, touch 10, flat-footed 25; Dodge
hp 32 (5 HD); fast healing 5; **DR** 10/silver and magic
Immune undead immunities
Resist cold 10, electricity 10, +4 turn resistance
Fort +4, **Ref** +5, **Will** +3
Weakness vampire weaknesses

Speed 20 ft. (4 squares)
Melee *+1 bastard sword* +13 (1d10+9/19–20) and slam +6 (1d6 plus energy drain)
Base Atk +5; **Grp** +11
Atk Options energy drain (slam, 2 negative levels, Fort DC 15 removes), Cleave, Great Cleave, Power Attack
Special Actions alternate form (bat, dire bat, wolf, dire wolf), blood drain (pin, 1d4 Con/round, vampire gains 5 hp), dominate (look into eyes, dominate person, Will DC 15 negates, CL 12th, 30 ft.), gaseous form



Combat Gear 2 *potions of inflict moderate wounds*

Abilities Str 22, Dex 14, Con —, Int 10, Wis 14, Cha 17
SQ children of the night 1/day, create spawn, spider climb
Feats Alertness[B], Cleave, Combat Reflexes[B], Dodge[B], Exotic Weapon Proficiency (bastard sword), Great Cleave[B], Improved Initiative[B], Lightning Reflexes[B], Power Attack[B], Weapon Focus (bastard sword), Weapon Specialization (bastard sword)[B]
Skills Bluff +11, Climb +7, Hide +3, Intimidate +11, Jump +1, Listen +12, Move Silently +3, Search +8, Sense Motive +10, Spot +12
Possessions combat gear plus masterwork half-plate, masterwork heavy steel shield, *+1 bastard sword*

Children of the Night (Su) Standard action, summon 1d6+1 rat swarms, 1d4+1 bat swarms, or 3d6 wolves; arrive 2d6 rounds, last 1 hour.
Create Spawn (Su) Humanoid or monstrous humanoid slain by energy drain becomes a vampire in 1d4 days. Humanoid of monstrous humanoid slain by blood drain becomes vampire spawn if below 4 HD.
Spider Climb (Ex) Can climb sheer surfaces as though with *spider climb* spell.

Locked Chest

Within this chest, which is locked with a superior lock (Open Lock DC 40), lies *Durindana*, buried under tattered bits of tapestry. The chest can be broken open with a DC 23 Strength check. It has a hardness of 5 and 15 hit points.

DYMONDHEART

Dymondheart is a longsword shaped from a single piece of darkly oiled and gleaming wood. The grain runs with the length of the blade, and the wood is vibrant, as if still living.

Nonlegacy Game Statistics: *+1 longsword*; Cost 2,315 gp. In the event the blade is damaged, it heals naturally at a rate of 3 hit points per day.

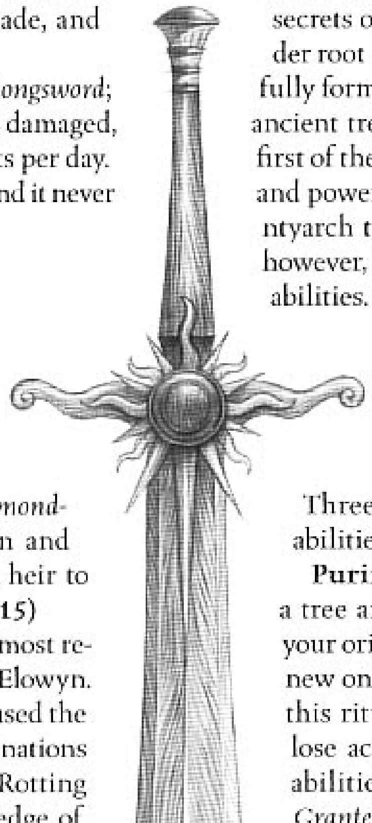
Omen: The longsword truly is alive, and it never needs sharpening.

HISTORY

Stories exist of items grown rather than forged, including *Lyon's Dagger* and the *Green Shield*, but many of these stories are without basis in fact. Fairly good records support the actual existence of a sword called *Dymondheart*, however, whose blade is green and growing. Such a weapon's wielder is heir to the strength of growing things. **(DC 15)**

The storied blade *Dymondheart* was most recently wielded by an elf hunter named Elowyn. Reveling in its living nature, Elowyn used the magic of the sword against the machinations of a servitor of decay referred to as the Rotting Man. Even without extensive knowledge of the longsword's true capabilities, Elowyn was able to call on a few powers to aid her when she was nearly bested by a demon from the Abyss. **(DC 18; Purification of the Tree)**

Dymondheart was a gift given to Elowyn by an elf lord known as the Nentyarch. That title is assumed by the greatest living druid in the great forests to the east, and many elf druids have held it over the centuries. The currently serving Nentyarch wielded the longsword himself when he was younger, having secured it from the tombs of a fallen city called Dun-Tharos, once inhabited by those who trafficked with demons. Only the vigilance of an unbroken string of Nentyarchs has kept these ruins quiescent under a living boundary of trees. A journey down past the roots of the sentinel trees into the tombs required vast daring, and the Nentyarch's reward was great—he reclaimed *Dymondheart*, a sword once wielded by those of his order in the distant past. Reclaiming the weapon was not easy. Guardians with fell power beset the Nentyarch, and he barely escaped with his life. **(DC 25; Rite of Passage)**



The weapon of druid champions, Dymondheart defends the forest from servants of decay

Illus. by W. England

Nearly a thousand years ago, the first of the Nentyarchs raised a living fortress of magical trees over the evil ruins of Dun-Tharos. His aim was to keep the secrets of that demon-worshiping city safely under root and trunk. The blade *Dymondheart* grew fully formed from the living wood of one of those ancient trees, a gift from the green powers to the first of the Nentyarchs, signifying their patronage and power. The blade was handed down from Nentyarch to Nentyarch. Only the first Nentyarch, however, understood all the weapon's powers and abilities. Using it, he was able to seal away the tombs beneath his living stronghold for almost a thousand years. **(DC 31; Prayer of Ancient Lineage)**

LEGACY RITUALS

Three rituals are required to unlock all the abilities of *Dymondheart*.

Purification of the Tree: You have to plant a tree and arrange for its continual tending. If your original tree ever perishes, you must plant a new one within one month but need not repeat this ritual. If you fail to plant a new tree, you lose access to *Dymondheart*'s two highest-level abilities until you do so. *Cost:* 2,140 gp. *Feat Granted:* Least Legacy (*Dymondheart*).

Rite of Passage: You must prove your mettle alone against a black-hearted treant, one that has given up its charge to support life in favor of the pursuit of rot and death. You must defeat the creature but can use whatever means are at your disposal. *Cost:* 13,500 gp. *Feat Granted:* Lesser Legacy (*Dymondheart*).

Prayer of Ancient Lineage: You are required to meditate upon the revealed history of *Dymondheart* for a period of at least 48 hours, bringing to mind the ancient wonder of the original Nentyarch's fortress of living trees. *Cost:* 38,000 gp. *Feat Granted:* Greater Legacy (*Dymondheart*).

WIELDER REQUIREMENTS

Most wielders of *Dymondheart* are druids specially trained to wield a longsword. Rangers are also drawn to the blade of living wood.

DYMONDHEART WIELDER REQUIREMENTS

Base attack bonus +1
Knowledge (history) 2 ranks
Speak Language (Elven)

Table 3–17: Dymondheart

Wielder Level	Personal Costs Attack Penalty	 Save Penalty	 Hit Point Loss	Abilities
5th	—	—	—	*Shed bolts* 1/day
6th	—	—	4	Deflect attack
7th	—	–1	—	*+2 longsword*
8th	—	—	—	—
9th	–1	—	2	*Daylight* 1/day
10th	—	—	—	—
11th	—	—	—	*+3 longsword*
12th	—	—	2	—
13th	–2	—	—	Green flame
14th	—	—	—	Shielding beneficence of the green powers
15th	—	—	2	—
16th	—	–2	—	*+4 longsword*
17th	—	—	—	*+5 longsword*
18th	—	–3	2	*Healing grace of the green powers* 4/day
19th	—	—	2	Protective embrace of the green powers
20th	—	—	2	*Ban of the green powers* 1/day

LEGACY ITEM ABILITIES

All the following are legacy item abilities of *Dymondheart.*

Shed Bolts (Sp): Starting at 5th level, once per day as an immediate action, you can use *protection from arrows* as the spell. Caster level 5th.

Deflect Attack (Su): At 6th level and higher, once per day as immediate action, you can use the flat of *Dymondheart*'s blade to deflect a ranged touch attack, such as a ray, that would otherwise hit you. You must be aware of the attack and not flat-footed.

Daylight (Sp): Beginning at 9th level, once per day on command, you can cause *Dymondheart* to shed *daylight* as the spell. Caster level 5th.

Green Flame (Su): At 13th level and higher, on command, you can touch the tip of *Dymondheart* to an object and cause a green-tinted *continual flame* to spring forth. If you instead attack a creature after the command word is issued, a successful attack that deals damage causes that creature to be outlined in green *faerie fire*, as the spell, for 3 minutes. Caster level 10th.

Shielding Beneficence of the Green Powers (Su): At 14th level, you gain a +3 deflection bonus to Armor Class.

Healing Grace of the Green Powers (Sp): Beginning at 18th level, four times per day on command, you can use *cure critical wounds* as the spell by touching the item to a creature to be healed (including yourself) and speaking a command word. Caster level 10th.

Protective Embrace of the Green Powers (Su): At 19th level, you gain a +5 resistance bonus on all saving throws.

Ban of the Green Powers (Sp): Starting at 20th level, once per day when you issue the command word and gesture with the item, you force extraplanar creatures out of your home plane, as the *banishment* spell. The save DC is 20, or 17 + your Charisma modifier, whichever is higher. Caster level 15th.

ADVENTURE SEED (EL 3)

As the heroes move through a forested setting, they hear bellows of fury, clashes of wood on wood, and other sounds that indicate a fight. Investigation reveals a nightmarish group of thrashing, animate shrubs, each scaled and dark with a terrible rot. The creatures are called twig blights, and they've managed to overcome an elf woman who now lies beneath their whipping branches. Adventurers who defeat the monstrosities are free to claim the fallen elf woman's items for themselves. Among many mundane pieces of equipment is *Dymondheart.*

Twig Blights (9) **CR 1/3**
CE Small plant
Init +1; **Senses** low-light vision, Listen +1, Spot +1
Languages Sylvan

AC 15, touch 12, flat-footed 14
hp 5 (1 HD); **DR** 5/bludgeoning or slashing
Immune critical hits, mind-affecting effects, paralysis, poison, polymorphing, sleep, and stunning
Fort +3, **Ref** +1, **Will** +0

Speed 20 ft. (4 squares)
Melee 2 claws +0 (1d3–1 plus poison)
Base Atk +0; **Grp** –5
Atk Options poison (DC 11, 1 Str/none)–

Abilities Str 8, Dex 13, Con 12, Int 5, Wis 11, Cha 4
Feats Stealthy
Skills Hide +8, Listen +1, Move Silently +4, Spot +1

EXORDIUS

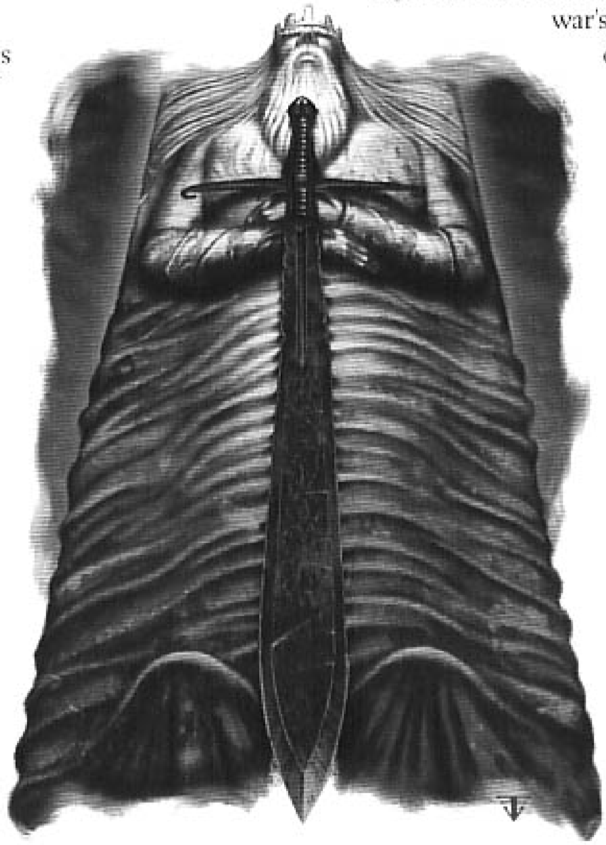
Exordius is a vicious longsword with a blade of dull, pitted black metal and a hilt of magically hardened obsidian, set with a large ruby in the pommel. Inscribed into the blade are runes and sigils of evil power, though these seem unusually faded and worn.

Nonlegacy Game Statistics: *+1 longsword*; Cost 2,315 gp.

Omen: When *Exordius* is wielded in battle, tendrils of pure, white light stream from the blade and the jewel in the pommel. Their radiance is surprisingly soothing to good-aligned creatures. These tendrils grow larger and brighter as the sword's powers increase.

HISTORY

The ancient lich-king Raumos forged *Exordius* for his chief lieutenant, the death knight Darnag. The blade was a weapon of soul-searing evil. Darnag ultimately used the sword to overthrow Raumos and set up his own kingdom, tales of which are still used to frighten children into good behavior. Darnag himself disappeared a few centuries after overthrowing Raumos. He was never seen again. **(DC 15)**



Exordius stole the soul of a human paladin—but that soul might yet survive, trapped in the blade

Illus. by F. Vohwinkel

Darnag was actually vanquished in battle by a young human woman named Eyria, a paladin of Pelor. Eyria is renowned in the history of Pelor's church for her piety and courage, and though she was slain in battle with the death knight, even in her own destruction she was victorious. *Exordius* stole her soul and absorbed it, but the sword was unable to destroy her wholesome essence. Eyria's faith infused the weapon. Darnag was then burned to ash by the touch of his own blade—Eyria's purity destroyed him. **(DC 18; Sanctification of Darkness)**

After Darnag's destruction, he and his sword were entombed in a grand mausoleum constructed by his loyal servants, who were unaware of the presence of Eyria's soul inside *Exordius*. For centuries, the paladin's spirit struggled against the evil inherent in the blade. In the quiet darkness of the tomb, Eyria's spirit was overwhelmed. Unable to purge the unholy magic from *Exordius*, her soul fell dormant and passed into a deep torpor. **(DC 25; Alone in the Gloom)**

Many centuries after *Exordius* was interred in Darnag's tomb, an adventurer named Aedwar (also known as He of the Steely Heart) discovered the tomb and began exploring it. His excavations triggered the tomb's magical defenses, and Aedwar was cornered by over a dozen guardian demons at the death knight's sarcophagus. With no other weapon at hand, He of the Steely Heart snatched up *Exordius* and wielded the evil blade against his fiendish attackers. The strength of Aedwar's determination, along with the destruction of so many demons, caused Eyria's spirit to stir into wakefulness once again. With Aedwar's help, the paladin was able to banish the evil of *Exordius*'s sinister magic once and for all. **(DC 31; Banish the Abyssal Brood)**

LEGACY RITUALS

Three rituals are required to unlock all the abilities of *Exordius*.

Sanctification of Darkness: You must perform a ritual of purification upon an evil magic item (any item that has a spell with the evil descriptor in its creation prerequisites) worth at least 1,500 gp. This ceremony involves bathing the item in holy water and chanting prayers to a good-aligned deity for 10 minutes. The process destroys the sanctified item. *Cost:* 3,000 gp. *Feat Granted:* Least Legacy (*Exordius*).

Alone in the Gloom: You are required to seal yourself in complete and total darkness for 24 hours. Usually, this ritual is performed deep underground. The rite is ruined by even the tiniest bit of light shining through a chink in a window or under a door. *Cost:* 12,500 gp. *Feat Granted:* Lesser Legacy (*Exordius*).

Banish the Abyssal Brood: In a single encounter, you alone must slay one or more evil outsiders with

Table 3–18: Exordius

	Personal Costs			
Wielder Level	Attack Penalty	Save Penalty	Hit Point Loss	Abilities
5th	—	—	—	Soul's guidance
6th	—	—	4	Will of two
7th	—	—	—	—
8th	—	–1	—	*+2 longsword*
9th	–1	—	2	—
10th	—	—	—	Eyria's piety
11th	—	—	—	*+3 longsword*
12th	—	—	2	Awakened soul
13th	–2	—	—	*Inner strength* 1/day
14th	—	—	—	*Dismissal* 1/day
15th	—	—	2	—
16th	—	–2	—	Soul's sacrifice
17th	—	—	—	*+3 holy longsword*
18th	—	–3	2	Mantle of sacred protection
19th	—	—	2	—
20th	—	—	2	*+5 holy longsword*

a total Encounter Level of at least 15. *Exordius* is the only weapon you are allowed, but you can use any spells or innate abilities you possess. *Cost:* 40,500 gp. *Feat Granted:* Greater Legacy (*Exordius*).

WIELDER REQUIREMENTS

Most wielders of *Exordius* are paladins or militant clerics, but any good-aligned character who meets the requirements and desires more divine power benefits from carrying the sword.

Exordius Wielder Requirements

Base attack bonus +3
Knowledge (religion) 2 ranks
Any good alignment
Ability to turn undead

LEGACY ITEM ABILITIES

All the following are legacy item abilities of *Exordius*.

Soul's Guidance (Su): Even though the soul of the paladin Eyria is not fully awakened, her subconscious can subtly guide your hand in battle. Beginning at 5th level, once per day as a standard action, you can grant yourself a +2 luck bonus on attack and damage rolls for 3 minutes, but only while wielding *Exordius*.

Will of Two (Su): When your psyche is assaulted, Eyria's formidable willpower bolsters your determination and strength of mind. At 6th level, you gain a +2 sacred bonus on all Will saves.

Eyria's Piety (Su): Even as the sword draws upon your spiritual energy, it magnifies your ability to turn undead. Starting at 10th level, you turn undead as though you were two levels higher in the class that grants the ability.

Awakened Soul: When you attain 12th level, the soul of the ancient paladin Eyria awakens fully, transforming *Exordius* into an intelligent item. The blade has an Intelligence score of 10, a Wisdom score of 18, and a Charisma score of 18. It is lawful good. *Exordius* can communicate audible speech, though it speaks only Common, and it can communicate with you telepathically. It perceives its surroundings within 120 feet with darkvision, blindsense, and hearing. The sword has Eyria's 10 ranks of Knowledge (religion). *Exordius's* Ego score is 13 + its enhancement bonus (a total of 16 at 12th level). If any greater abilities are awakened, the Ego increases to 17 + enhancement bonus.

Inner Strength (Sp): At 13th level and higher, once per day as a swift action, you can use cure serious wounds as the spell on yourself when holding, wearing, or wielding *Exordius*. Caster level 10th.

Dismissal (Sp): Beginning at 14th level, once per day when you issue the command word and gesture with the item, you can force a creature to return to its native plane, as the *dismissal* spell. The base save DC is 16, or 14 + your Charisma modifier, whichever is higher. Add your character level to this number and subtract the target creature's HD to determine the final save DC. Caster level 10th.

Soul's Sacrifice (Su): Though Eyria's soul was the only one to survive being absorbed by the evil of *Exordius*, she was certainly not the only spirit captured by the blade. The essences of other unfortunate victims reside within the ruby on the sword's pommel, now little more than nonsentient bits of spiritual energy.

These souls have no mind or will, except for an instinct to escape the sword in any way they can.

Thus, at 16th level and higher, whenever you are targeted by a death effect, one of the trapped souls surges forward and takes the effect for you. The death effect frees that soul to travel to its properly appointed afterlife. Besides Eyria, twenty-five souls are trapped in *Exordius*. Once they have all been freed, the sword loses this ability. The only way to recharge this ability is for you to willingly let your own soul enter the weapon upon your death.

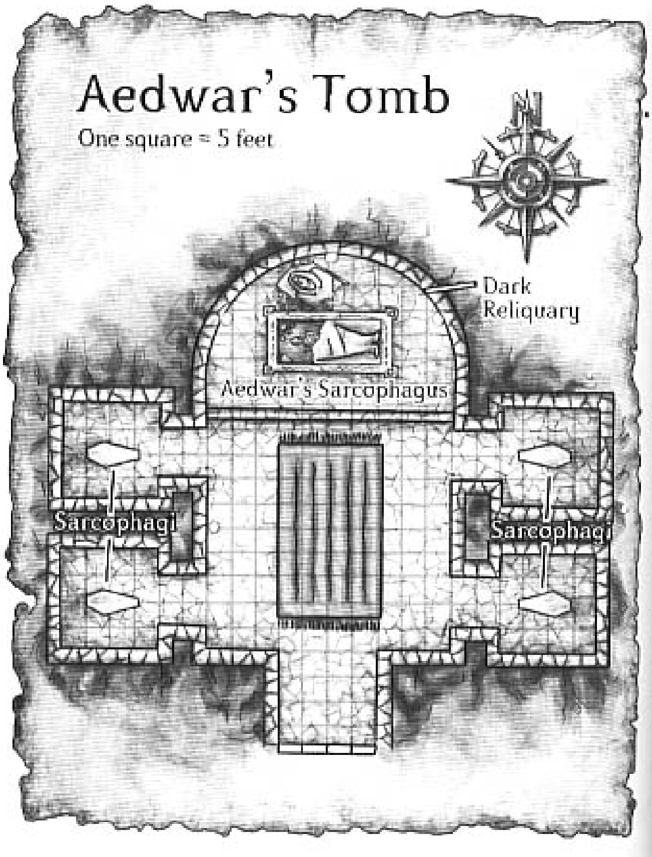
Mantle of Sacred Protection (Su): At 18th level, you gain spell resistance equal to 5 + your character level.

ADVENTURE SEED (EL 5)

While exploring the crumbling ruins of an ancient temple, the party comes to a large iron door inscribed with many sigils of binding and warding. Behind this door is the crypt of Aedwar, He of the Steely Heart, which also holds *Exordius*. The bearded devil Charenthoth is also trapped within the mausoleum. The infernal creature came to the Material Plane under the misguided belief that *Exordius* was still a powerful tool of evil. Much to his surprise, he detected the faint aura of good from Eyria's soul. Disgusted that the weapon had been so polluted with holiness, he prepared to leave the crypt.

While he was distracted by the sword, however, the clerics who built the cathedral were able to trap Charenthoth in the tomb. If the PCs open the tomb's magically sealed door, the devil assumes the characters are the insolent mortals who first trapped him on this plane and attacks. If reduced to less than one-quarter his hit points, Charenthoth attempts to flee and return to the Nine Hells.

Charenthoth, Bearded Devil: hp 45 (see page 52 of the *Monster Manual*).



Aedwar's Tomb

Sarcophagi

These stone coffins are covered by heavy granite lids carved with effigies of the priests buried within them. Inside each coffin are a silver holy symbol (25 gp) and a gold-and-crystal vial of holy water (50 gp).

Aedwar's Sarcophagus

This coffin is larger and more impressive than the others, set on a dais with two steps leading up to it. The lid has been broken, and half of it lies smashed on the floor nearby. Inside the coffin, resting on the breast of the skeleton within, is *Exordius*. With the exception of the sword, everything in this coffin has rotted into uselessness.

Dark Reliquary

A niche in this wall can be located with a DC 20 Search check. Inside this recess are various items the priests of old considered too dangerous or blasphemous to be allowed to remain in the wide world. Several moldering copies of the holy canons of various evil faiths rest within, as does an *amulet of death's calling*. This amulet is a perfect candidate for the Sanctification of Darkness ritual (see above).

AMULET OF DEATH'S CALLING

This amulet is made of pale alabaster, carved into the likeness of a small gong or bell with a skull motif sculpted on the face. It is usually worn on a fine chain of steel that has been blackened as though by a tremendous fire. Once per day on command, it allows the wearer to use *death knell* as the spell.

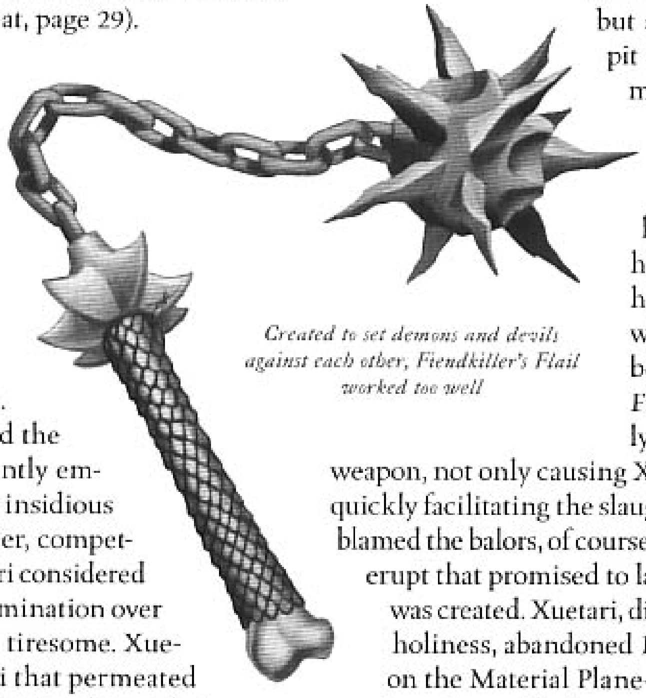
Faint necromancy; CL 3rd; Craft Wondrous item, *death knell;* Price 2,160 gp; Weight 1 lb.

FIENDKILLER'S FLAIL

Fiendkiller's Flail is an oversized flail with a spiked head and chain forged from an amalgam of cold iron and silver. The handle is made from the forearm bone of a horned devil and wrapped in the cured skin of a marilith.

Nonlegacy Game Statistics: Large *+1 cold iron flail*; Cost 4,330 gp; Damage 2d6+1; Weight 10 lb. *Fiendkiller's Flail* is a Large weapon. A Medium creature can wield the flail with two hands at a –2 penalty on attack rolls. Small creatures cannot use the flail without some special ability to wield Large weapons (such as the Monkey Grip feat, page 29).

Omen: The weapon hisses when demons or devils are visible within 25 feet. Your eyes emit a white glow when the weapon hisses.



Created to set demons and devils against each other, Fiendkiller's Flail worked too well

HISTORY

Xuetari hated his entire family. In fact, he didn't like anything about his society and what it entailed. The creatures of both his and the adjoining plane were constantly embroiled in petty conflicts or insidious plans to overthrow each other, competing for a fleeting status Xuetari considered pointless. The pursuit for domination over weaker creatures had grown tiresome. Xuetari wanted to end the ennui that permeated his world and the other, but to achieve that lofty goal he'd have to destroy the existing infrastructure. To return meaning to life in the Abyss and Baator, Xuetari had to assassinate a few leaders. The pit fiend crafted a tool for this purpose, the weapon that came to be known as *Fiendkiller's Flail*. **(DC 15)**

Xuetari knew that he would have to make two decisive strikes—one against the mariliths of the Abyss and the other against the horned devils of his native Baator. The commanders of each camp had grown complacent, making it easy for him to dispatch both in turn, baptizing *Fiendkiller's Flail*. These murders sent ripples of fear through the fiendish planes, which Xuetari used to his advantage. A member of a prominent family of pit fiends, he convinced his father to oversee a meeting between the nalfeshnees and ice devils. Xuetari made the arrangements but called the ice devil leader to arrive early. He then ambushed the fiend and left him gutted for the nalfeshnee chief to find. Xuetari's father arrived shortly thereafter. Seeing one leader alive and the other dead, he drew the obvious conclusion. Although the nalfeshnee claimed innocence, not all were convinced. **(DC 20; Appearance of Guilt)**

The mariliths and horned devils believed that the nalfeshnees were responsible for killing their own leaders as well. A combined force of mariliths and horned devils set upon the nalfeshnee chief's house and wiped out his entire bloodline. This still left the hardest part for Xuetari. With four major leaders eliminated, a huge chasm of authority existed. Many desired that power, but so long as the balors and pit fiends remained in command, the weaker demons awaited orders. Xuetari told his father that he had found reason to believe the nalfeshnee leader had been framed, and took him to a remote location where the evidence could be found. At that meeting, *Fiendkiller's Flail* suddenly awakened into a holy weapon, not only causing Xuetari great pain, but also quickly facilitating the slaughter of his father. Xuetari blamed the balors, of course, causing a full-scale war to erupt that promised to last centuries. A new order was created. Xuetari, disgusted with the weapon's holiness, abandoned *Fiendkiller's Flail*. He hid it on the Material Plane—his only mistake in an otherwise perfectly executed plan. **(DC 25; Walking the Fulcrum)**

LEGACY RITUALS

Two rituals are required to unlock all the abilities of *Fiendkiller's Flail*.

Appearance of Guilt: You must acquire 2 ranks (or 2 additional ranks) in the Sense Motive skill. These ranks can be taken at any rate you choose, so long as you have them all by 8th level. *Cost:* 3,500 gp. *Feat Granted:* Least Legacy (*Fiendkiller's Flail*).

Walking the Fulcrum: By deed or magic, you must change your alignment to any alignment containing a neutral component. You must keep this new alignment for at least one level, after which you can change back again. If you already have an alignment with a neutral component, you automatically fulfill this ritual (but must still pay the cost). *Cost:* 13,000 gp. *Feat Granted:* Lesser Legacy (*Fiendkiller's Flail*).

Illus. by D. Martin

TABLE 3–19: FIENDKILLER'S FLAIL

Wielder Level	Personal Costs Attack Penalty	Reflex Save Penalty	Hit Point Loss	Abilities
5th	—	—	—	Scourge of fiends
6th	–1	—	—	*Darkvision* 1/day, sense fiends
7th	—	–1	2	—
8th	—	—	2	Large +*1 cold iron outsider (evil) bane flail*
9th	—	–2	—	—
10th	—	—	2	Fiendvision
11th	—	—	—	Large +*2 cold iron outsider (evil) bane flail*
12th	–2	—	—	Devil chills
13th	—	—	—	Devil's fang
14th	—	—	2	—
15th	—	–3	—	—
16th	—	—	2	Large +*2 cold iron holy outsider (evil) bane flail*

WIELDER REQUIREMENTS

The wielders of *Fiendkiller's Flail* are primarily barbarians, fighters, and rangers. Paladins are usually put off by the fiendish history of the weapon, as well as the alignment switch required by its lesser legacy ritual and its disturbing abilities to poison and cause disease.

FIENDKILLER'S FLAIL WIELDER REQUIREMENTS

Base attack bonus +3
Sense Motive 2 ranks
Speak Language (Abyssal)
Weapon Focus (flail)

LEGACY ITEM ABILITIES

All the following are legacy item abilities of *Fiendkiller's Flail.*

Scourge of Fiends (Su): At 5th level and higher, while you wield *Fiendkiller's Flail*, it is considered a cold iron and silver weapon for the purpose of overcoming damage reduction.

Darkvision (Sp): Beginning at 6th level, once per day on command, you can use *darkvision* as the spell. Caster level 5th.

Sense Fiends (Su): At 6th level and higher, you can detect any creature with the baatezu or tanar'ri subtype within 60 feet, as if using the *detect evil* spell. Caster level 5th.

Fiendvision (Su): When you attain 10th level, the *darkvision* granted by *Fiendkiller's Flail* allows you to see in any sort of darkness, even that created by a *deeper darkness* spell.

Devil Chills (Su): At 12th level and higher, *Fiendkiller's Flail* infects any creature damaged by it with devil chills (see page 292 of the *Dungeon Master's Guide*). The disease has no incubation period and the initial Fortitude save DC is 14, or 13 + your Charisma modifier, whichever is higher. Subsequent saves are DC 14.

Devil's Fang (Su): Beginning at 13th level, once per day on command, you can cause the spiked ball to secrete deathblade poison (DC 20, 1d6 Con/2d6 Con).

VARIANT: GREATER LEGACY ABILITIES FOR FIENDKILLER'S FLAIL

Fiendkiller's Flail doesn't possess any greater legacy abilities. However, if a demon-hunting champion were to found a greater legacy, the weapon's progression might continue along similar lines, looking something like the following.

Wielder Level	Personal Costs Attack Penalty	Reflex Save Penalty	Hit Point Loss	Abilities
17th	—	—	—	Large +*3 cold iron holy outsider (evil) bane flail*
18th	–3	—	—	*Banish fiends* 1/day
19th	—	—	—	—
20th	—	–4	—	Large +*5 cold iron holy outsider (evil) bane flail*

Banish Fiends (Sp): Beginning at 18th level, once per day when you issue the command "Fiends depart!" and gesture with *Fiendkiller's Flail*, you force evil extraplanar creatures out of your home plane, as the *banishment* spell. The save DC is 20, or 17 + your Charisma modifier, whichever is higher.

You are immune to the poison secreted by *Fiendkiller's Flail.*

ADVENTURE SEED (EL 6)

When Xuetari hid *Fiendkiller's Flail* on the Material Plane, he entombed the weapon in a cave he dug at the top of a frozen mountain. Recently an ettin, determined to find solitude from the world, climbed that same mountain. In doing so, the giant noticed an odd collection of boulders blocking what appeared to be a cave. The ettin not only found a new home but also unearthed a weapon perfectly sized for him—*Fiendkiller's Flail*. The ettin has no idea of the weapon's true potential. By climbing up and down the mountain on a regular basis, the giant has inadvertently made the face much easier to scale. In addition to the flail, the two-headed creature has amassed a small trove, including 800 gp, two tourmaline gems (80 gp each), a breastplate, a masterwork bastard sword, a masterwork short spear, and four vials of antitoxin.

Kardun and Mordek, Ettin: 65 hp (see page 106 of the *Monster Manual*). The ettin's full melee attack with the flail is +13/+8 melee (2d6+7). It carries six javelins. Thrown boulders use the same attack bonus as javelins, have a range increment of 80 feet and deal 2d6+6 points of bludgeoning damage.

Ettin Mountain Cave

Entrance

This is the original cave opening dug out by Xuetari. The upper part of the slope is still quite steep (Climb DC 20), but the ettin's repeated travels have made the lower slopes relatively easy to climb, with Climb DCs shown on the map.

Boulders

These boulders originally blocked off the cave entrance but now are piled in the entrance tunnel for the ettin to use against attackers.

Lair

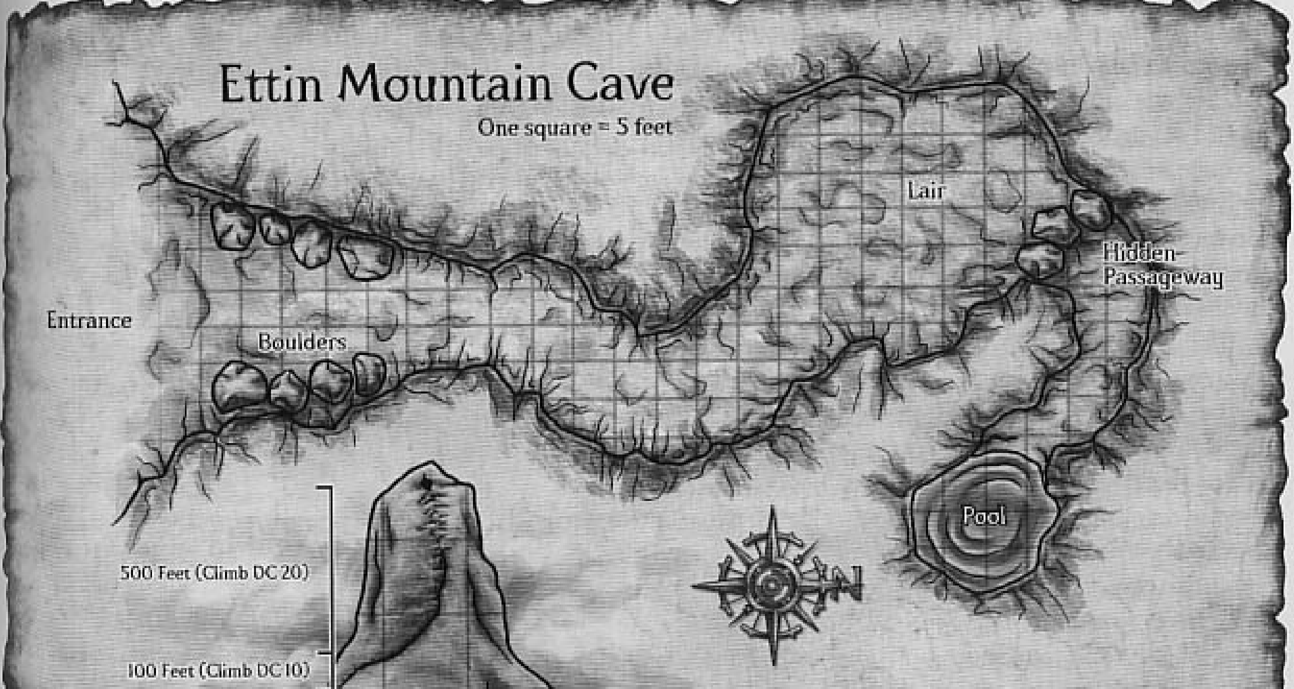
The ettin makes its lair here. A filthy pile of rags, scraps, and unidentifiable offal forms its sleeping area.

Hidden Passageway

The ettin has filled in this smaller tunnel with boulders to discourage thieves. It leads to a small cave containing the ettin's treasure.

Pool

This pool was formed from collected rainwater. The ettin keeps its treasure under the water.



FLAMECASTER'S BOLT

Flamecaster's Bolt is a light crossbow that appears to be a standard weapon in most respects—sturdy, reliable, and well used. A screaming skull is mounted on the front.

Nonlegacy Game Statistics: *+1 light crossbow*; Cost 2,335 gp.

Omen: The crossbow is always warm to the touch. Whenever *Flamecaster's Bolt* is brought near fire, the flames move aside, effectively making the weapon immune to fire.

HISTORY

Duegal was a crossbowman by trade, one of many guards who stood atop the battlements of his lord's fortress, Mandrake Keep. His job description was straightforward—repel invaders, topple their ladders, and don't get killed in the process. Duegal wasn't a particularly good shot with a crossbow, a fact he openly shared with his mates. He made up for his lack of skill with humor, friendship, and generosity at the tavern. None of those qualities, though, helped Duegal stay alive when an army of goblins amassed outside the castle. The events of that battle defined *Flamecaster's Bolt*. **(DC 15)**

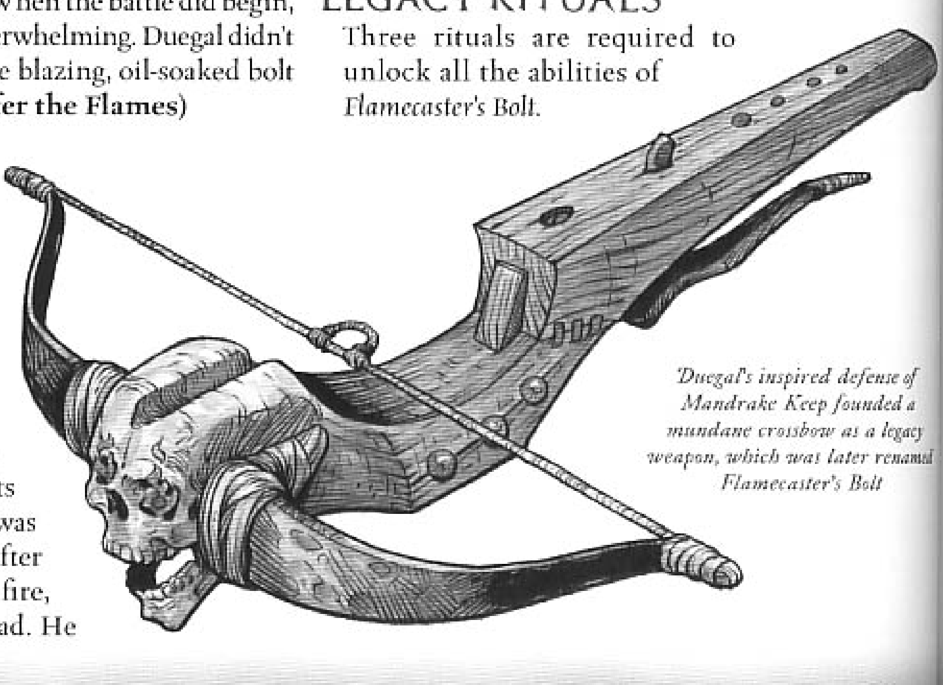
The attack against Mandrake Keep came with little warning, and the soldiers defending the citadel lacked practice. Near as anybody could tell, the goblin multitude was expanding its territory, starting with Mandrake Keep. Duegal had never participated in a large-scale battle. If he thought the castle was doomed that day, the crossbowman didn't share his feelings. Instead he called out to his companions, "I'll wager that even I can't miss now." When the battle did begin, the goblin onslaught was overwhelming. Duegal didn't stop for a second, firing one blazing, oil-soaked bolt after another. **(DC 20; Suffer the Flames)**

Duegal stood out that day, firing wildly into the goblins as they swarmed up the fortress's walls. When night came, the goblins could see perfectly and had no intention of slowing down. Bonfires were lit so the crossbowmen could see anything moving below and take shots when they did. But Duegal was a madman. As companion after companion fell to enemy fire, Duegal seemed to grow mad. He moved out from behind the arrow slits and stood up on the battlements, taunting the goblin archers below to hit him. They kept missing, while he returned fire with his crossbow, shooting blindly into the darkness beyond the bonfires' light. Duegal was overcome with grief and rage, but something about his suicidal abandon inspired awe. He seemed invincible atop the wall, drawing the goblin archers' aim away from other defenders, giving them a chance to rally and reload. **(DC 25; Captive Audience)**

Bugbears arrived at dawn, bringing catapults. Duegal laughed at the reinforcements, drunk on the feeling of invulnerability that came from not caring if he lived or died. The bugbears loaded their massive siege weapons and fired burning pitch at the castle, and the fireballs transfixed Duegal as they streaked across the morning sky. Nobody knows why he didn't move. Perhaps he truly believed nothing could kill him. When a flaming missile struck Duegal directly, the brave crossbowman was blown back off the battlements and into the courtyard below. The pitch exploded upon impact, setting the courtyard ablaze. At that very moment, reinforcements from the neighboring city of Murcak arrived and drove the weakened goblins back. Had it not been for the citadel guards, and Duegal in particular, Mandrake Keep would have been taken. When Duegal's body was recovered after the battle, people were surprised to see that his crossbow, still clutched in his hand, was completely unscathed. His spirit, however, lived on undefeated within the crossbow. **(DC 30; Sacrificial Offering)**

LEGACY RITUALS

Three rituals are required to unlock all the abilities of *Flamecaster's Bolt*.



Duegal's inspired defense of Mandrake Keep founded a mundane crossbow as a legacy weapon, which was later renamed Flamecaster's Bolt

Illus. by D. Crabapple

Table 3–20: Flamecaster's Bolt

Wielder Level	Personal Costs Attack Penalty	 Save Penalty	 Hit Point Loss	Abilities
5th	—	—	—	Marked target, *shore up morale* 1/day
6th	—	—	4	—
7th	—	—	—	*Fiery vengeance* 1/day
8th	—	–1	—	*+1 flaming light crossbow*
9th	–1	—	2	—
10th	—	—	—	Shooting wild +2
11th	—	—	—	Heat shield, soul seared
12th	—	—	2	*+2 flaming light crossbow*
13th	–2	—	—	—
14th	—	—	—	Shooting wild +4
15th	—	—	2	—
16th	—	–2	—	*+2 seeking flaming light crossbow*
17th	—	—	—	Shooting wild +6
18th	—	–3	2	Beyond range
19th	—	—	2	*+4 seeking flaming light crossbow*
20th	—	—	2	Fury unleashed

Suffer the Flames: You are required to defeat in personal combat a creature with the fire subtype and a CR equal to or greater than your level (maximum CR 10). *Cost:* 4,500 gp. *Feat Granted:* Least Legacy (*Flamecaster's Bolt*).

Captive Audience: You must divert the attention of a hostile creature away from your allies and survive the resulting events. The diverted creature must have a CR equal to or greater than your level (maximum CR 16). *Cost:* 12,500 gp. *Feat Granted:* Lesser Legacy (*Flamecaster's Bolt*).

Sacrificial Offering: You have to knowingly and willingly enter a very difficult encounter (see Table 3–2: Encounter Difficulty in the *Dungeon Master's Guide*) with no apparent opportunity for escape. You must survive the encounter. *Cost:* 40,500 gp. *Feat Granted:* Greater Legacy (*Flamecaster's Bolt*).

WIELDER REQUIREMENTS

Most wielders of *Flamecaster's Bolt* are barbarians, fighters, rangers, or rogues, although bards have coveted this weapon as well, drawn to its Dexterity-boosting properties.

Flamecaster's Bolt Wielder Requirements

Base attack bonus +3
Diplomacy 2 ranks
Weapon Focus (light crossbow)

LEGACY ITEM ABILITIES

All the following are legacy item abilities of *Flamecaster's Bolt*.

Marked Target (Su): At 5th level and higher, on command, you can cock and fire the empty *Flamecaster's Bolt* to launch a harmless bolt of energy. With a successful ranged touch attack, the bolt strikes a single target up to 400 feet away, with no range increment penalty. The struck target is outlined as if by a *faerie fire* spell. Caster level 5th.

Shore Up Morale (Sp): Beginning at 5th level, once per day on command, you can use *bless* as the spell. Caster level 5th.

Fiery Vengeance (Sp): At 7th level and higher, once per day on command, you can cause *Flamecaster's Bolt* to launch a *fireball* as the spell. Caster level 7th.

Shooting Wild (Su): At 10th level, the spirit within *Flamecaster's Bolt* lends you what little precision Duegal enjoyed in life, granting you a +2 enhancement bonus to your Dexterity. At 14th level this bonus rises to +4, increasing to +6 at 17th level.

Heat Shield (Su): Starting at 11th level, you can withstand temperatures up through severe heat (to 140° F) without having to make Fortitude saves. (See page 303 of the *Dungeon Master's Guide* for details on heat dangers.)

Soul Seared: When you reach 11th level, the undefeated spirit of Duegal transforms *Flamecaster's Bolt* into an intelligent item. The weapon can speak Common, Goblin, and Orc, but it can also communicate with you telepathically. It has darkvision and hearing out to 60 feet, along with an Intelligence score of 10, a Wisdom score of 15, and a Charisma score of 15. *Flamecaster's Bolt* is chaotic good. The item's Ego score is 9 + its effective enhancement bonus (a total of 11 at 11th level), or 13 + its enhancement bonus if any greater abilities have been unlocked. In the event a personality conflict occurs and you lose, *Flamecaster's Bolt* influences you to travel abroad, seeking out and eradicating evil creatures that rely on overwhelming numbers to defeat their opponents.

Beyond Range (Su): At 18th level, you gain damage reduction 10/magic against ranged weapons.

Fury Unleashed (Su): Once you attain 20th level, *Flamecaster's Bolt* gains the special purpose of defeating creatures that rely on overwhelming numbers to swarm their enemies. When facing opponents outnumbering you and your allies by at least 50 percent, you can use the *fiery vengeance* ability once per round without expending that ability's normal daily use limit. Since it is a dedicated power (see page 270 of the *Dungeon Master's Guide*) under the control of *Flamecaster's Bolt*, this ability ceases to function once the numbers are even or to your advantage again. You can attempt to use fury unleashed when not outnumbered, but this requires a successful Will saving throw to overcome the weapon's Ego (13 + enhancement bonus).

ADVENTURE SEED (EL 6)

When *Flamecaster's Bolt* was discovered uncharred on Duegal's incinerated body, a cleric was summoned to dispose of the crossbow, for fear the weapon was spiritually tainted. The priest, more curious than close-minded, summoned a fire elemental to gain further insight into the crossbow. He handed the crossbow over to the elemental for examination. The fiery creature immediately felt a kinship with the weapon and refused to give it back, disappearing with it when the summoning spell expired. The "fire warden" can now be found in a volcanic cavern, where temperatures range between very hot (above 90°F) and severe heat (above 110°F).

FIRE WARDEN **CR 6**

Fire elemental fighter 2
N Medium elemental (extraplanar, fire)
Init +8; **Senses** darkvision 60 ft., Listen +2, Spot +3
Languages Ignan

AC 17, touch 14, flat-footed 13; Dodge, Mobility
hp 53 (6 HD)
Immune critical hits, fire, flanking, paralysis, poison, sleep, stunning
Fort +8, **Ref** +8, **Will** +1
Weakness +50% damage from cold

Speed 50 ft. (10 squares)
Ranged *Flamecaster's Bolt* +11(1d8+1/19–20) or
Melee slam +9 (1d6+4 plus 1d6 fire plus burn)
Base Atk +5; **Grp** +8
Special Actions burn
Spell-Like Abilities (CL 5th, only with *Flamecaster's Bolt*):
1/day—*bless*

Abilities Str 16, Dex 18, Con 18, Int 9, Wis 10, Cha 8
Feats Dodge, Improved Initiative^B, Least Legacy (*Flamecaster's Bolt*)^B, Mobility, Rapid Reload, Spring Attack^B, Weapon Finesse^B, Weapon Focus (light crossbow)^B
Skills Diplomacy +1, Listen +2, Spot +3
Possessions *Flamecaster's Bolt* with 20 bolts

Burn (Ex) Those hit by slam attack, or hitting the fire warden with natural weapons or unarmed attacks, must make a DC 15 Reflex save or catch on fire. The flame burns for 1d4 rounds (*DMG* 303). Move action to put out the flame.

Marked Target (Su) On command, can cock and fire empty *Flamecaster's Bolt* to launch a harmless bolt of energy. With a successful ranged touch attack, the bolt strikes a single target up to 400 feet away, with no range increment penalty. Struck target outlined by a *faerie fire* spell. Caster level 5th.

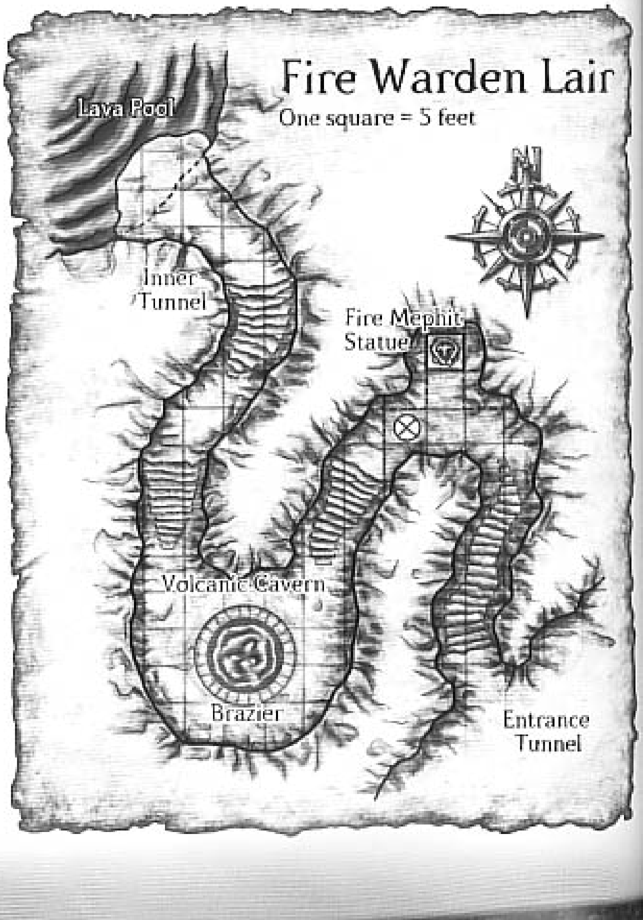
Fire Warden Lair

Entrance Tunnel

This passage descends into the volcanic cavern and has stairs roughly hewn into the cold lava. This area is subject to very hot conditions (above 90°F).

Fire Mephit Statue

This small niche contains a life-sized fire mephit statue that breathes flame as a *burning hands* spell.



Burning Hands Trap: CR 3; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*burning hands*, CL 5th, 5d4 fire, Reflex DC 11 half); Search DC 26; Disable Device DC 26.

Volcanic Cavern

Within the main cavern the temperature rises to severe heat levels (above 110°F). A brazier filled with fire and lava has been dug into the center of the cavern floor.

Brazier

The fire warden spends most of its time here. It assumes intruders are after *Flamecaster's Bolt* and attacks on sight.

Inner Tunnel

Severe heat conditions prevail here as well. The tunnel ascends toward the center of the volcano via more hewn stairs.

Lava Pool

Extreme heat conditions (140°F) prevail around the lava pool (within 10 feet). See page 304 of the *Dungeon Master's Guide* for information on lava effects. The fire warden sometimes spends time in the lava pool (it always has *Flamecaster's Bolt* with it).

FLAMECASTER'S BOLT IN FAERÛN

Kossuth, the Firelord, rules all aspects of flame and is the patron of fire elementals. His worshipers revere fire as a purifying force as well as the source of passion and artistic invention. A greater plan seems to be at work, however—one the deity's followers themselves might not know. Kossuth's adherents are fascinated by *Flamecaster's Bolt*, with its ability to withstand flame while dealing out fiery punishment. In a FORGOTTEN REALMS campaign, the fire warden might be a servant to the Firelord, tasked with guarding the legacy weapon until it is needed in the pursuit of Kossuth's plans.

Instead of being guarded by a fire elemental, *Flamecaster's Bolt* might be in the possession of a fire genasi adherent of Kossuth. An example of such a defender is presented here.

CHAMPION OF KOSSUTH **CR 7**

Female fire genasi hexblade* 5
CN Medium outsider (native)
Init +1
Senses darkvision 60 ft., Listen +1, Spot +1
Languages Common, Ignan, empathic link

AC 15, touch 11, flat-footed 14
hp 37 (5 HD); healing flames
Resist +2 on saves against fire spells and effects, mettle
Fort +4, **Ref** +2, **Will** +3

Speed 30 ft. (6 squares)
Melee mwk greatsword +8 (2d6+3/19–20) or
Ranged *Flamecaster's Bolt* +8 (1d8+1/19–20)
Base Atk +5; **Grp** +7
Special Actions hexblade's curse 2/day, marked target
Combat Gear *potion of bull's strength, potion of cure moderate wounds*
Hexblade Spells Prepared (CL 5th):
1st—*magic weapon*
Spell-Like Abilities (CL 5th):
1/day—*control flame*
1/day—*bless* (only with *Flamecaster's Bolt*)

Abilities Str 14, Dex 13, Con 12, Int 12, Wis 8, Cha 14
SQ familiar, scry on familiar, share spells
Feats Alertness^{B} (if familiar within 5 ft.), Combat Casting^{B}, Healing Flames**, Least Legacy (*Flamecaster's Bolt*)^{B}, Weapon Focus (light crossbow)
Skills Bluff +7, Concentration +6 (+10 casting defensively), Diplomacy +6, Disguise +2 (+4 acting in character), Intimidate +8, Knowledge (arcana) +6, Listen +1, Spellcraft +6, Spot +1
Possessions combat gear plus masterwork chain shirt, masterwork greatsword, *Flamecaster's Bolt*, 20 bolts

---

Mettle (Ex) As evasion, but successful Will or Fortitude save instead.

Hexblade's Curse (Su) Free action; a single foe within 60 feet takes –2 on attacks, saves, damage, and checks for 1 hour. Will DC 14 negates.

Marked Target (Su) On command, can cock and fire empty *Flamecaster's Bolt* to launch a harmless bolt of energy. With a successful ranged touch attack, the bolt strikes a single target up to 400 feet away, taking no range increment penalties. Struck target outlined by a *faerie fire* spell. Caster level 5th.

*Hexblade class detailed in *Complete Warrior*, page 6.
**Feat detailed in *Races of Faerûn*, page 164.

RAT FAMILIAR **CR —**

N Tiny magical beast
Init +2
Senses low-light vision, scent, Listen +1, Spot +1
Languages empathic link

AC 15, touch 13, flat-footed 13
hp 18 (5 HD)
Resist improved evasion
Fort +2, **Ref** +4, **Will** +5

Speed 15 ft. (3 squares), climb 15 ft., swim 15 ft.
Melee bite +8 (1d3–4)
Space 2-1/2 ft.; **Reach** 0 ft.
Base Atk +4; **Grp** –8

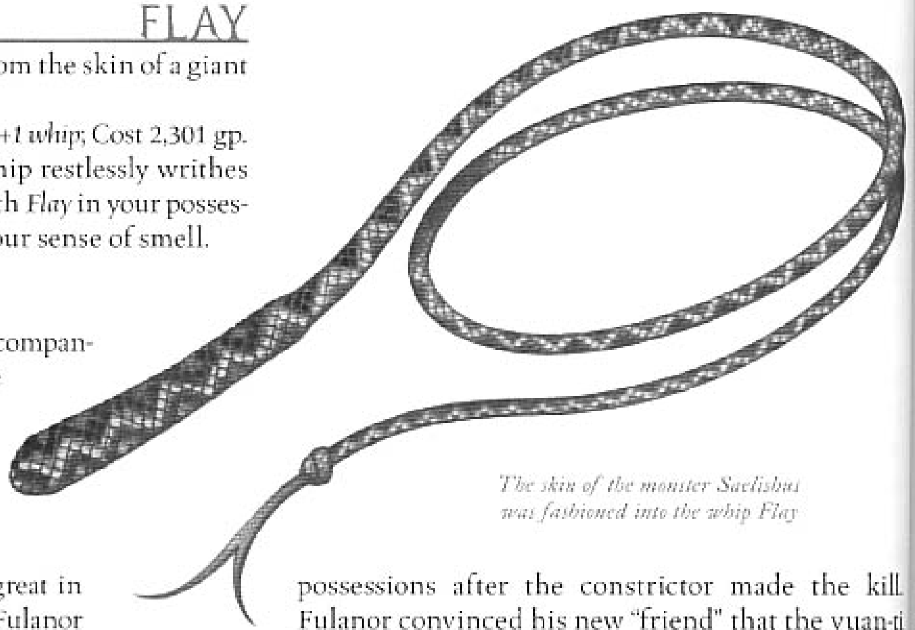
Abilities Str 2, Dex 15, Con 10, Int 6, Wis 12, Cha 2
Feats Weapon Finesse
Skills Balance +10, Climb +12, Hide +14, Listen +1, Move Silently +10, Swim +10, Spot +1

FLAY

Flay is a long whip fashioned from the skin of a giant constrictor snake.

Nonlegacy Game Statistics: *+1 whip*; Cost 2,301 gp.

Omen: The tail end of the whip restlessly writhes across the ground as if alive. With *Flay* in your possession, you can taste food with your sense of smell.



The skin of the monster Saelishus was fashioned into the whip Flay

Illus. by D. Martin

HISTORY

Fulanor didn't adventure with companions. This wasn't because he disliked company—he loved to share stories of risk and danger—but because he didn't want to share any loot. The chance of not getting exactly what he wanted was too great in a group of people. As a result, Fulanor was exceedingly self-sufficient. In fact, there was little Fulanor couldn't do, from casting spells to healing himself, from holding his own in a fight to sneaking past sentries. For the most part, he avoided overextending himself in situations he couldn't easily escape. He was good at this too. Then he heard a rumor about a giant snake known as Saelishus. The snake reputedly guarded untold riches, slithering over piles of gold but unaware of what it guarded. An adventurer needed only avoid Saelishus long enough to scoop up a helmet full of coins and make out like a bandit. Such wealth would guarantee a comfortable life for years. It is from the hide of Saelishus that *Flay* was eventually fashioned. **(DC 15)**

Only a handful of brave souls told the stories about Saelishus, bragging about their exploits and freely showing off their wealth. When yet another adventurer emerged with riches fitting the rumor, Fulanor finally gave in to his curiosity. The location was well known: The snake's abode was an underground river and the surrounding caverns. Fulanor ventured inside and found spelunking equipment strewn about. That's when Saelishus introduced herself—a huge constrictor that could speak the Common tongue. Fulanor had not entered the lair hoping to avoid the serpent, as so many others had done before. He was prepared to face Saelishus and magically *charmed* her. This development brought some familiar faces out of hiding—the selfsame braggarts whom Fulanor had heard speaking of fooling the mighty serpent. These adventurers now revealed themselves as pureblood yuan-ti. They were in cahoots with Saelishus, luring the foolhardy to the snake and looting their possessions after the constrictor made the kill. Fulanor convinced his new "friend" that the yuan-ti would serve better in her belly, so Saelishus began to fight the yuan-ti. Both sides took severe wounds, allowing Fulanor to mop up handily. He left not only with the promised treasure, but also with Saelishus's skin. **(DC 20; Snake Charmer)**

LEGACY RITUAL

One ritual is required to unlock all the abilities of *Flay*.

Snake Charmer: You must convince one opponent out of a group to turn against its own and its comrades' interests. *Cost:* 4,300 gp. *Feat Granted:* Least Legacy (*Flay*).

WIELDER REQUIREMENTS

Most wielders of *Flay* are bards, although anyone with some talents of persuasion and the Exotic Weapon Proficiency (whip) feat can readily use the weapon.

FLAY WIELDER REQUIREMENTS

Base attack bonus +2
Bluff or Diplomacy 2 ranks
Exotic Weapon Proficiency (whip)

LEGACY ITEM ABILITIES

All the following are legacy item abilities of *Flay*.

Snake Sting (Sp): Beginning at 5th level, three times per day, you can snap *Flay* to use *magic missile* as the spell. The projectiles of force are shaped like snakes' heads. Caster level 5th.

Whip Wrap (Su): At 8th level and higher, whenever you succeed on a trip attempt with *Flay*, you can choose to resolve the trip normally or begin to constrict your opponent with the whip. If you choose to constrict,

Table 3–21: Flay

Wielder Level	Personal Costs Will Save Penalty	Skill Check Penalty	Hit Point Loss	Skill Point Loss	Abilities
5th	—	—	—	—	*Snake sting* 3/day
6th	—	—	2	3	—
7th	–1	—	—	—	*+1 animal bane whip*
8th	—	—	—	3	Whip wrap
9th	—	–1	—	—	—
10th	—	—	2	—	Snake sense

Flay immediately makes a grapple check as a free action that does not provoke an attack of opportunity, using your grapple modifier + 4. If the check is successful, *Flay* establishes a hold and can make grapple checks on its own each round (you can release the whip). On each subsequent successful grapple check, *Flay* constricts, dealing 1d3+5 points of damage. The grappled opponent can escape using the normal grapple rules (see page 155 of the *Player's Handbook*).

Snake Sense (Su): Starting at 10th level, you gain blindsense in a 20-foot radius. You are also granted a +5 bonus on Survival checks to follow tracks, ignoring the effects of poor lighting and surface conditions.

ADVENTURE SEED (EL 7)

A nest of pureblood yuan-ti once worshiped Saelishus, quietly living among humans and feeding live offerings to their precious beast. When the resourceful bard Fulanor slew the snake and made *Flay* out of her skin, the yuan-ti pursued him for years, incensed at his fashioning their favored pet into a common weapon. When Fulanor finally grew tired of fleeing, fighting, or outsmarting the yuan-ti, he attempted to call a truce. The yuan-ti agreed, but they betrayed him by later sending an assassin to kill the bard in his sleep. The whip is now the possession of Krenas, a pureblood yuan-ti snake trainer. Krenas treats the magically animated weapon as if it were a living snake, believing the spirit of Saelishus remains alive within the whip.

Krenas the Snake Trainer **CR 7**
Male yuan-ti pureblood ranger 3
CE Medium monstrous humanoid
Init +4; **Senses** darkvision 60 ft., Listen +6, Spot +6
Languages Abyssal, Common, Draconic, Goblin, Yuan-Ti

AC 21, touch 14, flat-footed 16; Dodge, Two-Weapon Defense
hp 40 (7 HD)
SR 17
Fort +5, **Ref** +11, **Will** +6

Speed 30 ft. (6 squares)
Melee mwk scimitar +10/+5 (1d6+2/18–20) or
Melee mwk scimitar +8/+3 (1d6+2/18–20) and mwk short sword +8 melee (1d6+1/19–20) with Two-Weapon Fighting or
Melee *Flay* +8/+3 (1d3+3 nonlethal) and mwk short sword +8 melee (1d6+1/19–20) with Two-Weapon Fighting or
Ranged mwk composite longbow +12/+7 (1d8+2/×3)
Base Atk +7; **Grp** +9
Atk Options favored enemy humans +2
Combat Gear 3 *potions of cure light wounds*
Spell-Like Abilities (CL 7th):
1/day—*animal trance* (DC 12), *cause fear* (DC 11), *charm person* (DC 11), *darkness*, *entangle* (DC 11)
3/day (by snapping *Flay*)—*magic missile* (CL 5th)
At will—*detect poison* (CL 6th)

Abilities Str 14, Dex 18, Con 13, Int 12, Wis 12, Cha 10
SQ *alternate form*, wild empathy +5 (+1 magical beasts)
Feats Alertness^B^, Blind-Fight^B^, Dodge, Endurance^B^, Exotic Weapon Proficiency (whip), Least Legacy (Flay)^B^, Track^B^, Two-Weapon Defense, Two-Weapon Fighting^B^
Skills Bluff +2, Concentration +8, Disguise +3 (+8 impersonating a human), Handle Animal +7, Hide +9, Listen +6, Move Silently +8, Spot +6, Survival +4
Possessions combat gear plus *+2 studded leather*, *Flay*, masterwork scimitar, masterwork short sword, masterwork composite longbow (+2 Str bonus) with 20 arrows, 10 cold iron arrows, 10 silver arrows, masterwork dagger

---

Alternate Form (Sp) Can change into a Tiny to Large viper (*MM* 280) as if using *polymorph* (caster level 19th). Does not regain hit points for changing form.

Yuan-Ti Snake Farm

This map depicts a secret underground facility, built beneath an ordinary-looking house, where the yuan-ti Krenas breeds and trains dangerous snakes. Aboveground, the yuan-ti pureblood assumes a human guise and masquerades as an ordinary townsperson.

Mating Cages

Prospective breeding snakes are introduced in these rather small cages to encourage mating and egg laying. The cages are currently empty, since several clutches of eggs were recently laid.

Incubator
Natural packed earth provides protection and warmth for the snake eggs, which are nestled in bedding on a raised shelf.

Ladder to House
This ascends to a trap door in the house's cellar, which is kept barred from the underside while Krenas is in his facility. When he is aboveground, he piles trash on top of the trap door to hide it from casual view.

Bedroom
Krenas sleeps here and keeps the whip *Flay* in a pet cage, as though it were a living snake. He often hisses and croons to it affectionately.

A small hole has been burrowed into the earthen floor, underneath Krenas's cot. This is an emergency escape that he can use in Tiny viper form. The burrow opens into a dirt alley beside the house and is concealed by a patch of weeds.

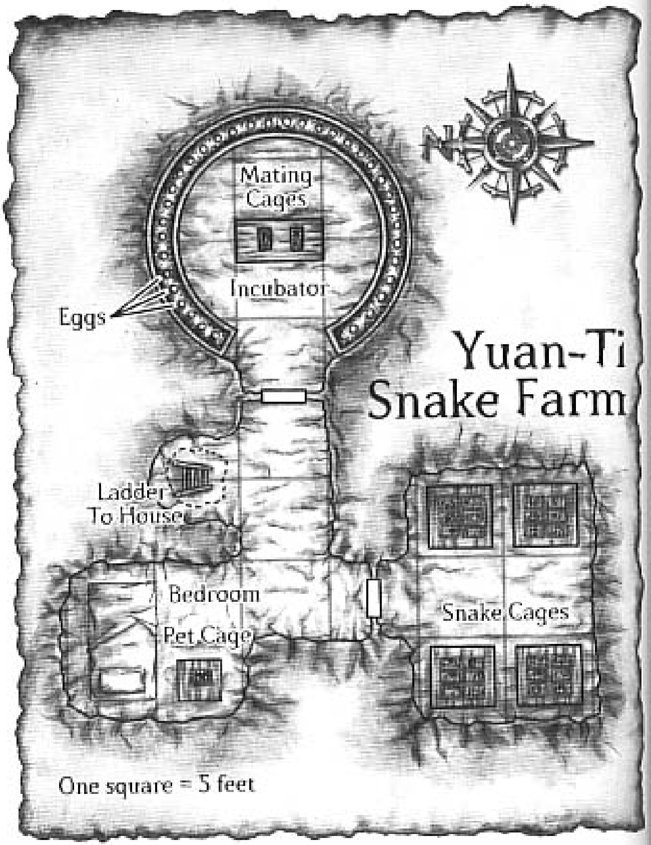
Snake Cages
This small, enclosed room is kept warm and contains a number of cages. Each holds a Medium viper or a Medium constrictor.

Tactical Notes

Krenas prefers to fight using his scimitar, but he might draw *Flay* to access its *snake sting* ability. At any given time, there is a 50 percent chance the snake trainer is in his bedroom, which also serves as general living quarters, usually holding and caressing *Flay* as though it were a living snake. The rest of the time is split equally between the incubator chamber and the room filled with snake cages, as Krenas goes about his regular feeding and tending.

Unless the party uses teleportation or digs into this area, the only entry is by way of the ladder. Breaking through the trapdoor is extremely difficult to do quietly, since it is barred from the underside. However, Krenas is usually preoccupied, so he takes a –2 penalty on Listen checks.

Round 1: If Krenas hears the party entering, he activates his *darkness* ability around himself, trusting to his Blind-Fight to give him an advantage. He also moves to remove *Flay* from its cage if he is in his living quarters. If he is in the room with snake cages, he instead releases one of the snakes.



Round 2: If he is not engaged in melee and has *Flay,* Krenas cracks the whip to launch three *magic missiles.* He directs the bolts against an apparent spellcaster if he can see one, or against an obvious martial character if not. He then draws his short sword or releases another snake as suits the situation. Otherwise, he draws his scimitar and short sword. (Until he wields two weapons, his AC is only 20.) Krenas is obsessed with protecting *Flay* and tries to get to that area if he is not holding the whip.

Round 3 and Beyond: If Krenas has *Flay,* he continues to use its *snake sting* ability until all daily uses are exhausted or doing so is no longer practical, then moves into melee combat. He does not drop the whip but will take a move action to carefully wrap it about his waist before drawing a second weapon.

Krenas doesn't use his spell-like abilities (*cause fear, charm person*) unless he is reasonably certain that he faces opponents weak enough to be affected by them.

If things get dicey, Krenas attempts to withdraw from combat and escape to his bedroom (there to transform into a Tiny viper and use the bolt-hole) or the ladder.

FROSTBURN'S WRATH

Frostburn's Wrath is a quarterstaff made from petrified darkwood. It is topped by a gnarled head, inside of which a blue sapphire has been fastened.

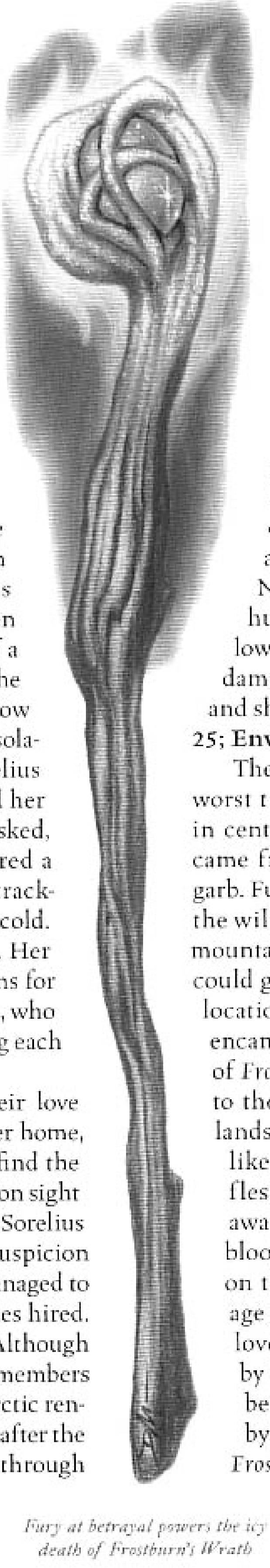
Nonlegacy Game Statistics: Masterwork/+1 *quarterstaff*; Cost 2,640 gp.

Omen: The staff is cold to the touch, and when squeezed, vapor rises from its entire length as if it were dry ice.

HISTORY

Sorelius loved to stray from home and roam across the snow-covered, alpine meadows for days. She carried with her the staff that came to be known as *Frostburn's Wrath*. The wild elf maiden lived in an ancient city carved out of a mountain peak. Her ancestors created the beautiful aerie so Sorelius and her fellow wild elves could live in self-sustaining isolation. But seclusion was something Sorelius no longer craved. She always described her explorations as uneventful to any who asked, but on one such venture, she discovered a handsome human man lost in the trackless mountains, freezing in the bitter cold. Sorelius saved him from certain death. Her people forbade interaction with humans for any reason, but Sorelius and the human, who was called Faedrion, continued meeting each other in secret. **(DC 15)**

Sorelius and Faedrion sustained their love affair for years. She shared stories of her home, but she refused to show him where to find the mountain city, since he would be killed on sight if he were to go there. During this time Sorelius grew increasingly clever at avoiding suspicion about her frequent outings and even managed to evade the trackers her parents sometimes hired. Faedrion, however, was not so subtle. Although he never spoke of Sorelius to anybody, members of his clan followed him to one of his arctic rendezvous. When Sorelius returned home after the meeting, a human ranger shadowed her through the secret paths and caverns that led to the valley and city of the wild elves. **(DC 20; Coveted Secrets)**



Fury at betrayal powers the icy death of Frostburn's Wrath

Faedrion's tribe was running low on food, and their hunts were lean. When the thriving wild elven city was discovered, above a valley filled with harts and hinds, the humans immediately assumed their game had been hoarded by the elves. A berserker force was sent to attack and plunder the elven city in retaliation. Faedrion tried to warn Sorelius, but others in his tribe prevented him from doing so, trapping and binding him. The berserkers successfully infiltrated the valley and climbed up the steps leading to the mountain city, and many elves were lost. Sorelius, with her staff, joined a group of archers who flanked the barbarians and ambushed them, exterminating them.

Nobody blamed Sorelius for leading the humans to the city. No proof existed to allow such a claim. She felt responsible for the damage done and every life lost nevertheless, and she silently blamed Faedrion for it all. **(DC 25; Envy Most Foul)**

The loss of so many innocent lives was the worst tragedy to befall the wild elf community in centuries. Sorelius could tell the berserkers came from Faedrion's clan by examining their garb. Fury and the sting of treachery washed over the wild elf sorceress as she flew down from the mountain like a scorned force of nature. Sorelius could guess where Faedrion lived, but the exact location didn't matter. She razed every human encampment in her path with the cold embrace of *Frostburn's Wrath*, raging on until she came to the most prominent village in the human lands. There, Sorelius unleashed a blizzard unlike any seen in the harshest winters, freezing flesh on bone until it crystallized and flaked away in the wind. Finally satisfied with the blood price she had exacted, Sorelius landed on the ground to survey firsthand the damage she had wrought. It was then she saw her lover's corpse, still tied to a post, seemingly by his own people. Innocent of duplicity and betrayed himself, Faedrion had been slain by Sorelius's own hand. The elf dropped *Frostburn's Wrath* where she stood, and she was never heard from again. **(DC 30; Blind Justice)**

Illus. by D. Martin

TABLE 3–22: FROSTBURN'S WRATH

Wielder Level	Personal Costs Save Penalty	Skill Check Penalty	Caster Level Penalty	Spell Slot Loss	Abilities
5th	—	—	—	—	*Freezing spread* 1/week
6th	–1	—	—	1st	Storm vision, winter embrace
7th	—	—	–1	—	Ice spike 3/day
8th	—	–1	—	2nd	—
9th	—	—	—	—	*Freezing bolt* (CL 5th) 1/day
10th	—	—	—	3rd	—
11th	—	—	—	—	*Freezing bolt* (CL 10th) 1/day
12th	—	—	—	4th	Resistance to cold 10
13th	—	—	–2	—	*Freezing rain* 2/day
14th	—	—	—	5th	Masterwork/+1 *frost quarterstaff*
15th	—	—	—	—	—
16th	—	—	—	6th	*Plague of hail* 2/day
17th	—	—	—	—	*Freezing bolt* (CL 10th) 5/day
18th	—	—	—	7th	*Globe of ice* 1/day
19th	—	—	—	—	*Unforgiving cold* 1/week
20th	—	—	—	8th	*Torrential frost* 2/day

LEGACY RITUALS

Three rituals are required to unlock all the abilities of *Frostburn's Wrath*.

Coveted Secrets: You must keep the legacy abilities of *Frostburn's Wrath* a secret from all until you complete the Envy Most Foul ritual. Failure to conceal these properties causes all the staff's abilities to disappear until the cost of this ritual is paid again. This secrecy does not have to be observed if someone other than you has already revealed the abilities of *Frostburn's Wrath*. *Cost:* 3,200 gp. *Feat Granted:* Least Legacy (*Frostburn's Wrath*).

Envy Most Foul: You have to seek out a group of marauders that prey upon others to sustain themselves, and you must permanently end their predatory existence. The group you destroy must have 10 or more Hit Dice collectively. *Cost:* 13,500 gp. *Feat Granted:* Lesser Legacy (*Frostburn's Wrath*).

Blind Justice: You are required to locate the spot where Faedrion died and maintain a bonfire in his memory for three days. *Cost:* 39,000 gp. *Feat Granted:* Greater Legacy (*Frostburn's Wrath*).

WIELDER REQUIREMENTS

The wielders of *Frostburn's Wrath* are invariably sorcerers or wizards.

FROSTBURN'S WRATH WIELDER REQUIREMENTS

Ability to cast arcane spells
Knowledge (geography) 2 ranks
Speak Language (Elven)

LEGACY ITEM ABILITIES

All the following are legacy item abilities of *Frostburn's Wrath*.

Freezing Spread (Sp): At 5th level and higher, once per week on command, you can use *fireball* as the spell, substituting cold damage for fire damage. Objects do not ignite in the area. The save DC is 14, or 13 + your Charisma modifier, whichever is higher. Caster level 5th.

Storm Vision (Su): Starting at 6th level, you can see clearly in rain, snow, and sleet, taking no penalties on Spot and Search checks. In conditions of heavy snow, you take Spot and Search penalties as if you were in normal snow (see Rain, Sleet, Snow, and Hail, page 94 of the *Dungeon Master's Guide*).

Winter Embrace (Su): At 6th level and higher, you can withstand temperatures down to –50°F without having to make Fortitude saves.

Ice Spike (Su): Beginning at 7th level, three times per day on command, you can launch a spike of ice at any target within 100 feet. If you hit with a ranged touch attack, the spike deals 3d6 points of cold damage.

Freezing Bolt (Sp): At 9th level and higher, once per day on command, you can use *lightning bolt* as the spell, substituting cold damage for electricity damage. The save DC is 14, or 13 + your Charisma modifier, whichever is higher. Caster level 5th.

When you attain 11th level, the caster level for this feature increases to 10th. Beginning at 17th level, you can use this ability five times per day.

Resistance to Cold (Su): At 12th level, you gain cold resistance 10.

Freezing Rain (Sp): Starting at 13th level, two times per day on command, you can use *sleet storm* as the spell. Caster level 7th.

Plague of Hail (Sp): At 16th level and higher, two times per day on command, you can use *ice storm* as the spell. Caster level 7th.

Globe of Ice (Sp): Beginning at 18th level, once per day on command, you can use *Otiluke's freezing sphere* as the spell, except you cannot refrain from firing the globe when the command word is spoken. The save DC is 19, or 16 + your Charisma modifier, whichever is higher. Caster level 15th.

Unforgiving Cold (Sp): At 19th level and higher, once per week on command, you can use *control weather* as the spell, except that you can change the weather only in cold regions and create only conditions allowed in winter. Caster level 15th.

Torrential Frost (Sp): Starting at 20th level, two times per day on command, you can use *cone of cold* as the spell. The save DC is 17, or 15 + your Charisma modifier, whichever is higher. Caster level 15th.

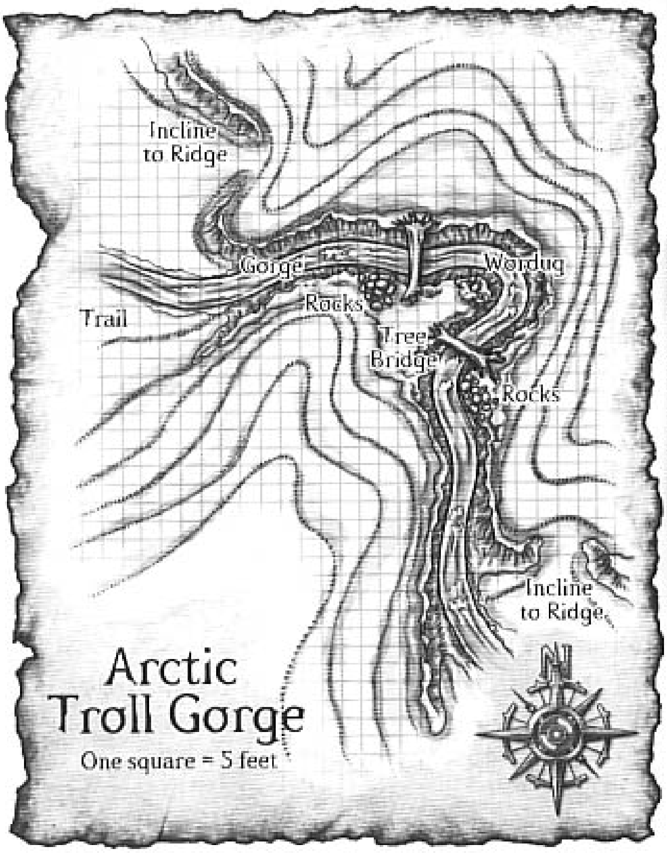
ADVENTURE SEED (EL 5)

When Sorelius disappeared, leaving *Frostburn's Wrath* in the middle of a crystallized village, the few surviving humans had already fled. The bodies of the dead were left to the scavengers of the land. Foremost among these was a band of trolls, who were drawn down from the mountains by the smell of freshly thawed meat. The trolls picked through the settlement for food and eventually discovered *Frostburn's Wrath*, causing them to viciously contend for the item until only one remained. That one is named Wordug. Despite his best efforts, Wordug was never able to activate the magic within the staff. He now carries the item as a pretty trophy, relying on tooth and claw in battle.

Wordug, Troll: AC 19 (includes hide armor), hp 63 (see page 247 of the *Monster Manual*).

Possessions: Frostburn's Wrath, hide armor.

Arctic Troll Gorge



This map depicts a deep gorge through an area of mountainous crags. Most of the landscape is covered with deep snow, but the inner gorge is less thickly filled, making it the easiest way to travel through the area.

Trail

The narrow path enters the innermost portion of the gorge.

Gorge

The deepest part of the gorge is 30 feet below the overhang on which Wordug waits.

Tree Bridge

The troll has created a crude bridge over the gorge using fallen trees.

Wordug

The troll rains boulders down onto characters within the gorge from his vantage point 30 feet above.

FULL MOON'S TRICK

This undersized short sword gleams with a bright, silvery sheen. The grip is wrapped in simple, unadorned cowhide, and the guard is worked into the shape of a pair of wolf heads.

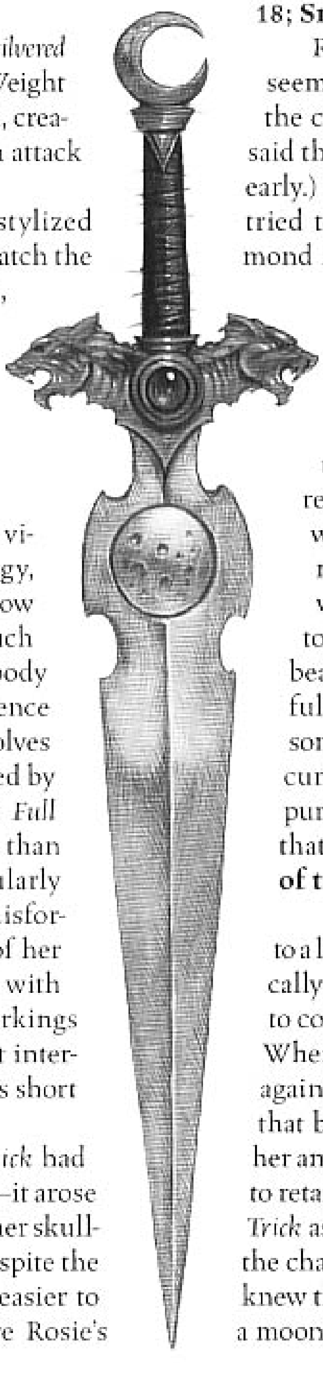
Nonlegacy Game Statistics: Small *+1 silvered short sword*; Cost 2,330 gp; Damage 1d4; Weight 1 lb. Since this sword is a Small weapon, creatures of other sizes take a –2 penalty on attack rolls with it.

Omen: Etched into the blade is a stylized moon disc, which magically alters to match the actual phase of the moon. In addition, although the blade is polished to a mirror finish, with a simple act of will you can cause it to cloud to a dull, matte gray.

HISTORY

When folk think of lycanthropes, they visualize a giant, ravening beast or a shaggy, strange-looking man with a single eyebrow or hairy palms. They seldom expect such a monster to be contained within the body of a sly halfling burglar, but the existence of *Full Moon's Trick* shows that werewolves come in many guises. Originally carried by the famous halfling Rosie Applecask, *Full Moon's Trick* was initially nothing more than a magic blade belonging to a particularly skilled thief. When Rosie had the misfortune to contract lycanthropy on one of her jobs, her strange destiny intertwined with the magic of her sword and the dark workings of the curse she had fallen under. That intermingling of magic somehow made this short sword unique. **(DC 15)**

Originally, the name *Full Moon's Trick* had nothing at all to do with lycanthropy—it arose from Rosie's penchant for performing her skullduggery on nights with a full moon, despite the fact that the brighter light made her easier to spot. Such additional challenges were Rosie's way of thumbing her nose at those who tried to catch her. She even had the habit of leaving high-quality fakes in the place of objects she stole. In one instance, while she was still new to the trade of burglary, she slipped into a mansion under the noses of forty guards by the light of the full moon, stole a priceless vase nearly as tall as herself, and left a counterfeit of such quality that the theft went undetected for three weeks. With daring raids such as these, Rosie quickly made a name for herself in the local thieves' guild. **(DC 18; Sneak Thievery)**



The name Full Moon's Trick had nothing at all to do with lycanthropy—at first

Illus. by W. England

Rosie's star was rising rapidly, and she seemed destined for a job at the top whenever the current guildmaster retired. (In fact, some said the old man running the show should retire early.) But her meteoric ascent faltered when she tried to steal the renowned Eye of Boccob diamond from a powerful wizard. Exactly how she ended up in the wizard's menagerie instead of his treasure room is a mystery; perhaps the plans she had studied were outdated or sabotaged by a rival. Maybe Rosie simply made a mistake. Whatever the cause, instead of the Eye of Boccob resting on its plinth, she found a slavering werewolf. Badly mauled, the halfling burglar managed to escape, keeping just ahead of the wizard's guards. Dodging from safe house to safe house, she struggled to contain the beast within her over the nights of the next full moon. Despite her horror at the deeds she sometimes committed while in the grip of the curse, she nevertheless felt a certain purity of purpose in the actions of the wolf—something that could benefit her as a thief. **(DC 25; Skin of the Beast)**

When the full moon had passed, Rosie went to a local weaponsmith to have her sword alchemically silvered. She decided if she could not learn to control her curse, she would commit suicide. When the next full moon came around, Rosie again resisted the change, keeping the picture of that bright, silvery blade sharp in her mind. To her amazement, the rage abated, and she managed to retain her natural shape. After using *Full Moon's Trick* as the focus of her meditations and avoiding the change for the entirety of the full moon, Rosie knew that she had mastered the affliction. She had a moon glyph inscribed on the blade by a sorcerer in the employ of the thieves' guild and carried the sword with her for many years. When she finally passed on at a ripe old age, she entrusted *Full Moon's Trick* to the local priests of the moon goddess, with the request that they give it to some unlucky lycanthrope who needed it. **(DC 31; Mastery of Form)**

TABLE 3–23: FULL MOON'S TRICK

Wielder Level	Personal Costs Reflex Save Penalty	Skill Check Penalty	Hit Point Loss	Skill Point Loss	Abilities
5th	—	—	—	—	Wolfsbane
6th	—	—	2	3	—
7th	–1	–1	—	—	Quiet as a shadow +5
8th	—	—	—	3	Form mastery
9th	—	—	—	—	—
10th	—	—	2	—	Small +2 *silvered short sword*
11th	—	—	—	—	Darkvision
12th	–2	—	—	—	—
13th	—	—	—	3	—
14th	—	–2	—	—	Between the ribs
15th	—	—	—	—	—
16th	—	—	—	3	Shifter's bane
17th	—	—	—	—	*Feral fury* 3/day
18th	—	—	—	3	Quiet as a shadow +10
19th	—	–3	—	—	Small +4 *silvered short sword*
20th	—	—	—	3	*Shadows and moonlight* 2/day

LEGACY RITUALS

Three rituals are required to unlock all the abilities of *Full Moon's Trick*.

Sneak Thievery: You have to emulate Rosie Applecask by performing an act of uncommon larceny. To do so, you must infiltrate a site and steal an object worth at least 4,300 gp. During the theft, you must overcome traps, guards, or other hazards with an Encounter Level of 6 or higher. While avoiding detection is not necessary, you must evade capture and later arrest. *Cost:* 4,300 gp (the value of the stolen item). *Feat Granted:* Least Legacy (*Full Moon's Trick*).

Skin of the Beast: In order to fight the influence of the beast within, you must first understand it. You must spend one full night (from dusk until dawn) roaming in the shape of an animal, whether through a druid's wild shape ability, a *polymorph* spell or effect, lycanthropy, or some other means. *Cost:* 12,700 gp. *Feat Granted:* Lesser Legacy (*Full Moon's Trick*).

Mastery of Form: You must demonstrate your ability to remain in control of your own body by successfully resisting two attempts to alter your shape against your will. Examples of such alterations include a *baleful polymorph* spell or an involuntary lycanthropic change. *Cost:* 40,500 gp. *Feat Granted:* Greater Legacy (*Full Moon's Trick*).

WIELDER REQUIREMENTS

Lycanthropes find *Full Moon's Trick* phenomenally useful, but even bards, rogues, and rangers can gain enough useful abilities to justify the personal costs of wielding the legacy item.

FULL MOON'S TRICK WIELDER REQUIREMENTS

Base attack bonus +2
Hide 2 ranks

LEGACY ITEM ABILITIES

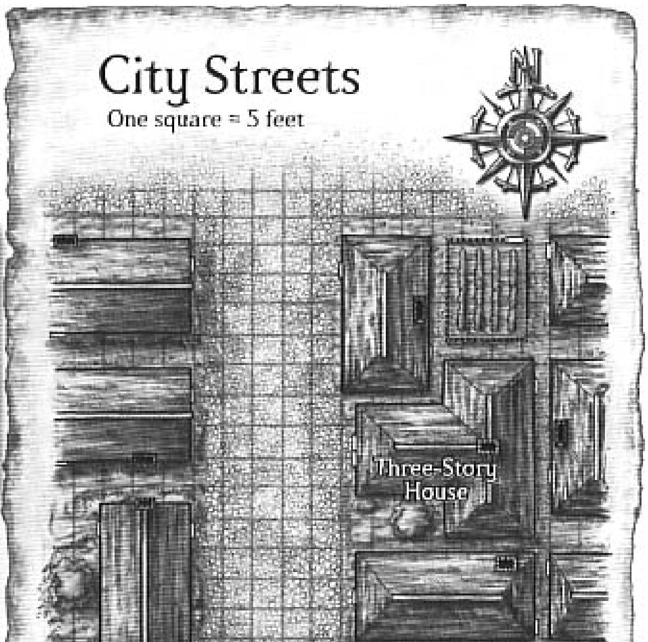
All the following are legacy item abilities of *Full Moon's Trick*. Many of the abilities of this legacy item depend on the state of the omen ability. When the blade is clouded, certain abilities can be used and others cannot; when unclouded, the same is true. See the Omen entry for details on clouding or unclouding the blade.

Wolfsbane (Su): Starting at 5th level, whenever you use *Full Moon's Trick* to strike a creature that is not in its natural form, that creature must make a DC 15 Will save or return to its natural form. This ability works on any creature not in its inherent shape, whether it is a druid using wild shape, a lycanthrope in animal form, or some other shapechanger disguised as another being. The blade must be unclouded to use this ability.

Quiet As a Shadow (Su): At 7th level, you gain a +5 bonus on Hide and Move Silently checks as long as the blade of *Full Moon's Trick* is clouded. This bonus improves to +10 at 18th level.

Form Mastery (Su): Beginning at 8th level, you gain a +2 bonus on saving throws against transmutation magic. If you are a lycanthrope, the blade's image blazes into your mind whenever you try to resist an involuntary change, granting you a +8 bonus on the related Control Shape check. The blade must be unclouded to use this ability.

Darkvision (Su): At 11th level, you gain darkvision out to 60 feet. If you already possess darkvision, the range of your vision extends another 30 feet.



Between the Ribs (Su): Starting at 14th level, you gain a +4 bonus on attack and damage rolls when you make a sneak attack using a matte-bladed *Full Moon's Trick*.

Shifter's Bane (Su): Once you have attained 16th level, when the blade is unclouded, *Full Moon's Trick* is more potent in your hands against any creature with the shapechanger subtype. Against such creatures, the sword's effective enhancement bonus is +2 better than normal, and it deals an extra 2d6 points of damage.

Feral Fury (Sp): Though one of its primary purposes is to control and contain the animal within, *Full Moon's Trick* can also unleash it. Beginning at 17th level, three times per day on command, you can use *rage* (self only) as the spell. Caster level 15th.

Shadows and Moonlight (Sp): At 20th level and higher, two times per day on command, you can use *greater invisibility* as the spell. You can use the spell only on yourself and only while the blade of Full *Moon's Trick* is clouded. Caster level 15th.

ADVENTURE SEED (EL 5)

While the PCs are visiting a large city, envoys belonging to the temple of the moon goddess come to them with a request. A pair of werewolves is ravaging the city's poorer districts and must be cured, captured, or destroyed. The envoys offer *Full Moon's Trick* to the party as a reward, implying that the sword might be useful against lycanthropes. The werewolves are actually a merchant and his wife—he was infected on a hunting expedition and later passed the curse to her. Ideally, the PCs subdue these ill-fated people and bring them in to the temple for treatment and protection.

Werewolves (2): hp 20, 18 (see page 175 of the *Monster Manual*).

City Streets

Three-Story House

The werewolves are in hybrid form when they launch their assault from atop this house. They leap down to attack, heedless of possible injury.

Silversmith's Shop

This building houses a silversmith's workshop. The door is strong wood with a hardness of 5 and 20 hit points (break DC 23). It is locked with an average lock (Open Lock DC 25). If the PCs gain access to the shop, they find silver candlesticks, canes, and aspergillums, which can be used as improvised clubs (–4 on attack rolls, 1d6 bludgeoning damage). Three alchemically silvered daggers and a silvered battleaxe are also located here.

FULL MOON'S TRICK IN EBERRON

The *Eberron Campaign Setting* has two player character races with the shapechanger subtype: changelings and shifters. The legacy abilities of *Full Moon's Trick* are useful in different ways both against and in the hands of such characters.

When wielded by a changeling, the short sword is an excellent complement to her innate talents at disguise and misdirection. Rogue is a changeling's favored class, and the ability to move invisibly and make devastating sneak attacks makes this weapon extremely valuable to such characters. But the blade cuts both ways. A disguised changeling can be quickly unmasked by a blow from *Full Moon's Trick*, as well as being vulnerable to its shifter's bane legacy ability.

A shifter can also make great use of this weapon's abilities, especially *feral fury*. Ranger is a shifter's favored class, and the enhanced stealth abilities granted by *Full Moon's Trick* are as helpful to ranger characters as they are to rogues. The silvery blade is as dangerous against a shifter as it is to a true lycanthrope, and a Pure Flame zealot who wields *Full Moon's Trick* can be a one-person crusade.

GHOSTFOLLY'S GLOVES

Ghostfolly's Gloves are a pair of fine gloves crafted from studded leather. The garments are long, covering the wearer's entire forearm, and they were made from the skin of a great hart.

Nonlegacy Game Statistics: *Gloves of protection +1*; Cost 2,035 gp; Weight —.

Omen: The gloves always stylishly match whatever you're wearing, and they don't leave marks on anything you touch.

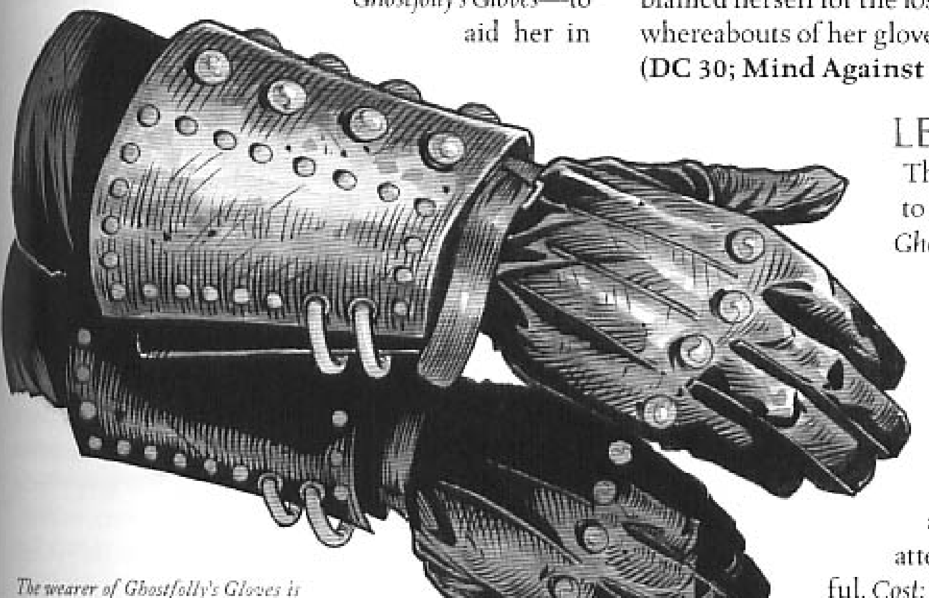
HISTORY

Ghostfolly's Gloves were originally the valued possession of a half-elf socialite named Elkarion Swift, who was well known for wearing her studded leather gloves to every social function she attended. Indeed, people began to think that either she couldn't take them off or her hands were horribly scarred. Elkarion lightheartedly deflected these rumors, making any inquiries about the gloves seem like invasions of her privacy, which mortified the questioner while amusing witnesses of the exchange. **(DC 15)**

Elkarion took great pains to accessorize her wardrobe with the bold leather gloves. In fact, she was so successful that new fashions began to emulate her style. Eventually, every wealthy woman was wearing studded gloves with her finest outfits. Nobody bothered to question the fashion after it became trendy. Thus, Elkarion was able to successfully deflect attention away from the real purpose of *Ghostfolly's Gloves*—to aid her in spying on the most influential leaders of the coastal borderlands. **(DC 20; Test of Tenaciousness)**

Elkarion was the agent of a resistance cell made up of citizens from a nearby nation. Ever since the coastal people had conquered Elkarion's homeland and enslaved her fellow citizens, the half-elf had used her exotic heritage and beauty to become the primary source of information for the resistance. During this time, Elkarion was invited to parties in the homes of countless military decision-makers. Inside these places, she gathered what intelligence she could and conveyed the information back to her own commander. The more Elkarion engaged in this espionage, the more chances she took, eventually awakening the innate abilities of *Ghostfolly's Gloves*. **(DC 25; Unbarring the Barrier)**

For a decade, the information Elkarion provided to the underground resistance allowed them to ambush, sabotage, and weaken the military infrastructure of their conquerors. Elkarion had become a spy of the highest order, but not without relying heavily on *Ghostfolly's Gloves* to advance her cause. Unfortunately, the rebellion was too successful. Word spread to hostile neighboring kingdoms that the coastal borderlands were feeble. The attack came by sea. Elkarion's people were used as the front line of defense, while the aristocracy fled like cowards. The half-elf spy was devastated. Not only were the coastal borderlands defeated, but her people were slaughtered defending them. Despite all she had done, Elkarion blamed herself for the loss and took her own life. The whereabouts of her gloves have long been a mystery. **(DC 30; Mind Against Mechanism)**



The wearer of Ghostfolly's Gloves is superbly garbed for missions of infiltration

LEGACY RITUALS

Three rituals are required to unlock all the abilities of *Ghostfolly's Gloves*.

Test of Tenaciousness: You have to take something from three different strangers, without them noticing, using Sleight of Hand. If even one of these Sleight of Hand checks fails, or a creature notices even one attempt, the ritual is unsuccessful. *Cost:* 3,700 gp. *Feat Granted:* Least Legacy (*Ghostfolly's Gloves*).

Unbarring the Barrier: You must successfully open an average lock

Illus. by D. Crabapple

TABLE 3–24: GHOSTFOLLY'S GLOVES

Wielder Level	Personal Costs Attack Penalty	Skill Check Penalty	Hit Point Loss	Skill Point Loss	Abilities
5th	—	—	—	—	Aura of normalcy, cat's claws
6th	–1	—	2	4	—
7th	—	–1	—	—	*Gloves of protection* +2
8th	—	—	—	—	Palms of holding
9th	—	—	—	2	*Snatch the key* at will
10th	—	—	2	—	Sleep touch
11th	—	—	—	—	*Gloves of protection* +3
12th	—	—	—	2	Automatic writing
13th	–2	—	—	—	—
14th	—	—	2	—	*Gloves of protection* +4
15th	—	—	—	2	Cat's claws +1
16th	—	–2	—	—	Catfall
17th	—	—	—	—	*Gloves of protection* +5
18th	—	—	2	2	Forgetful touch
19th	—	–3	—	2	*Incinerate evidence* 1/day
20th	—	—	—	2	Phantom touch

(Open Lock DC 25). The task must be accomplished without a set of thieves' tools and in a place where you are clearly trespassing. *Cost:* 12,000 gp. *Feat Granted:* Lesser Legacy (*Ghostfolly's Gloves*).

Mind Against Mechanism: You are required to use a Disable Device check to figure out and bypass a difficult trap (DC 20 or higher—you must beat the DC by 10). *Cost:* 40,000 gp. *Feat Granted:* Greater Legacy (*Ghostfolly's Gloves*).

WEARER REQUIREMENTS

Most wearers of *Ghostfolly's Gloves* are bards or rogues, although any character specializing in espionage might consider wearing them.

GHOSTFOLLY'S GLOVES
WIELDER REQUIREMENTS
Disable Device 2 ranks
Open Lock 2 ranks
Sleight of Hand 2 ranks

LEGACY ITEM ABILITIES

All the following are legacy item abilities of *Ghostfolly's Gloves*.

Aura of Normalcy (Su): Beginning at 5th level, *Ghostfolly's Gloves* are under the constant effect of a *Nystul's magic aura* spell. Caster level 5th.

Cat's Claws (Su): At 5th level and higher, you can make a melee attack with *Ghostfolly's Gloves*, dealing 1d6 points of slashing damage. You are considered armed as long as you have the gloves on and one hand free, and you are considered proficient with the gloves. When you attain 15th level, the gloves gain a +1 enhancement bonus on attack and damage rolls.

Palms of Holding (Su): Starting at 8th level, the palm of each of *Ghostfolly's Gloves* opens into an extradimensional space that can hold items up to 1 cubic foot in volume and 10 pounds in weight. When you reach into a palm for a specific item, that item is always on top. Storing or retrieving any item from either glove is a move action that does not provoke attacks of opportunity.

Snatch the Key (Sp): At 9th level and higher, at will by pointing a finger at an object, you can use *mage hand* as the spell. Caster level 5th.

Sleep Touch (Su): Starting at 10th level, once per day you can subject an opponent to a *deep slumber* spell if you make successful touch attack against it. The save DC is 14, or 13 + your Charisma modifier, whichever is higher. Caster level 5th.

Automatic Writing (Su): When you are 12th level and higher, *Ghostfolly's Gloves* can store one page of nonmagical writing or a similarly sized illustration (such as a map) per glove, new information replacing any previously stored data. You store a page by passing a gloved hand over it as a standard action. Each glove can store one such piece of information for an indefinite length of time. The gloves can then be set down and commanded to rewrite or redraw the information they store. You gain a +10 bonus on Forgery checks related to recreating the stored documents.

Catfall (Su): Beginning at 16th level, *Ghostfolly's Gloves* protect you as the *feather fall* spell, activated immediately if you fall more than 5 feet. Caster level 5th.

Forgetful Touch (Su): At 18th level and higher, three times per day, you can make a melee touch attack to subject a creature to the effect of a *modify memory* spell. The save DC is 16, or 14 + your Charisma modifier, whichever is higher. Caster level 15th.

Incinerate Evidence (Sp): Starting at 19th level, once per day on command, you can use *delayed blast fireball* as the spell. The save DC is 20, or 17 + your Charisma modifier, whichever is higher. Caster level 15th.

Phantom Touch (Su): At 20th level and higher, you can create a *phase door,* as the spell, by touching a surface with one of *Ghostfolly's Gloves.* The *phase door* is 20 feet deep and persists for 1 minute. Caster level 15th.

ADVENTURE SEED (EL 7)

A pale half-elf woman appears to the characters while they walk through the city on a foggy night. Her long hair blows in a nonexistent wind. She appears translucent and speaks in a distant, hollow voice. "That's not how they should be used," she rasps. The phantom then points to the second story of an adjacent house, where an ominous figure moves around in the dark near a window—a cat burglar. Anybody watching the apparition sees her fade away, while those who were not looking think she simply disappears. Inspection shows evidence that the house's door has been forcibly entered. If the town guards are alerted, the burglar escapes across the rooftops.

URDINE, CAT BURGLAR **CR 7**
Female human fighter 2/rogue 4
NE Medium humanoid
Init +3; **Senses** Listen +7, Spot +7
Languages Common, Gnome, Undercommon

AC 18, touch 14, flat-footed 18; uncanny dodge
hp 33 (6 HD)
Resist evasion
Fort +5, **Ref** +7, **Will** +1

Speed 30 ft. (6 squares)
Melee *Ghostfolly's Gloves* +7 (1d6+1) or
Ranged mwk dagger +8 (1d4+1 plus poison/19–20)
Base Atk +5; **Grp** +6
Atk Options sneak attack +2d6
Special Actions Improved Feint, Quick Draw
Combat Gear 6 *potions of cure light wounds,* 3 vials of carrion crawler brain juice (DC 13, paralysis 2d4 rounds/none)

Abilities Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 8
SQ aura of normalcy, trapfinding, trap sense +1
Feats Blind-Fight, Combat Expertise^{B}, Improved Feint, Least Legacy (*Ghostfolly's Gloves*)^{B}, Quick Draw, Skill Focus (Bluff), Weapon Finesse^{B}
Skills Appraise +5, Balance +11, Bluff +10, Climb +10, Diplomacy +1, Disable Device +10, Disguise –1 (+1 acting), Hide +12, Intimidate +2, Jump +12, Listen +7, Move Silently +12, Open Lock +10, Sleight of Hand +10, Spot +7, Tumble +14
Possessions combat gear plus masterwork studded leather, masterwork buckler, *Ghostfolly's Gloves,* 4 masterwork daggers, masterwork thieves' tools

---

Aura of Normalcy (Su) *Ghostfolly's Gloves* register as though they were nonmagical.

Empty House Robbery

This map depicts the home of a wealthy merchant—a home currently being ransacked by a cat burglar. Nobody is home at the moment (the family is out for the evening) but the cat burglar is picking and choosing from the owners' possessions at her leisure.

The stairs to the top floor squeak slightly when stepped on, and Urdine can hear this with a DC 12 Listen check (this includes modifiers for distance and intervening doors).

Front Door

Urdine has jimmied the door open quietly, forgoing subtlety for speed. She closed it behind her to make her forced entry less obvious, but anyone who bothers to inspect the door can see the damage (no Spot check required). It swings open without making additional noise.

Study

Urdine has rifled through the desk drawers in here, and they are still open.

Guest Room

The room has clearly been tossed, with drawers opened and bedclothes spread about.

Back Door

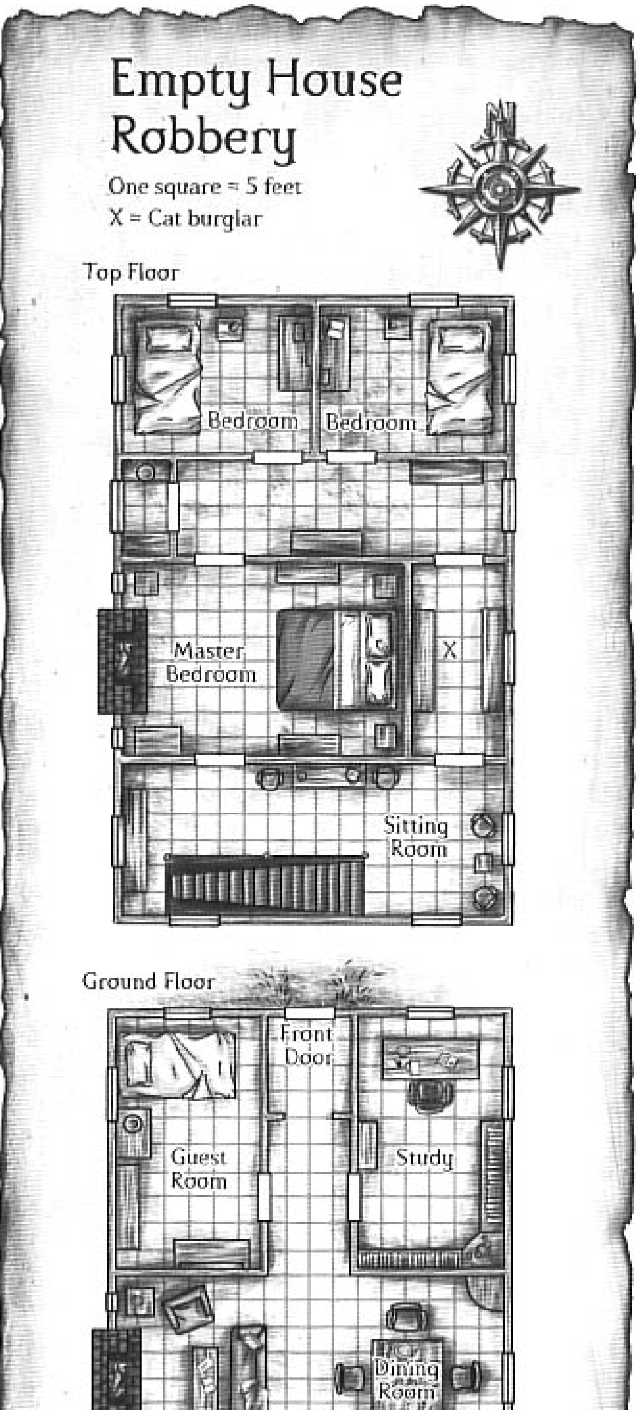
This door has not been forced, but its latch is open to allow a quick exit.

Master Bedroom

The bedclothes and drawers here have been rifled. Urdine is currently in a walk-in closet behind the master bedroom, rooting about through the fur coats and other expensive garments.

Bedrooms

Urdine hasn't checked out these rooms yet. Their contents are undisturbed.



Empty House Robbery

One square = 5 feet
X = Cat burglar

Tactical Notes

Urdine prefers to escape rather than fight if confronted. If the PCs decide to alert the town guard rather than enter the house themselves, the cat burglar can hear the approaching soldiers in plenty of time to exit through an upper-floor window and dash across the rooftops. Catching her at that point is difficult unless one or more PCs have already climbed to the roofs of adjacent buildings in hopes of trapping her.

Even in that situation, Urdine's superior ability to feint in combat gives her an excellent chance of denying an opponent a Dexterity bonus to AC. This allows her to make a sneak attack with a poisoned dagger, potentially paralyzing that opponent. If the paralysis succeeds, Urdine can make a break for it, tumbling past other pursuers as necessary.

Should the party attempt to enter the house clandestinely to trap the burglar within, they can get through the front door without making additional noise. However, Urdine is alert for the possibility of the family returning and makes frequent Listen checks in addition to potentially hearing the characters. If she hears them, she attempts a rooftop escape as described above.

If she is cornered while rifling through the top-floor closet, Urdine can put up a good fight. She has the advantage of being in a narrow space, which prevents her from being engaged by more than two opponents (although they can flank her). In this situation, she uses the following tactics.

Round 1: If Urdine wins initiative against one or both opponents, she uses Quick Draw to pull out a poisoned dagger. She then throws it at a flat-footed character. If both are flat-footed, she attacks the more lightly armored foe. (She hopes both to score a hit more easily and to use poison against a character who is less able to resist it.) She then feints against the other opponent (a move action) if flat-footed, opening up that character to a sneak attack on the next round.

If Urdine loses initiative and survives the initial attacks, she wastes no time in self-defense but instead hurls herself out the window, using Tumble to move safely past opponents and Jump to make a soft landing. She quickly disappears into the alleyways, making pursuit difficult unless other party members have been posted to watch for such an escape.

Round 2: If one or both opponents are hindered or helpless because of her actions on round 1, Urdine follows through by making a sneak attack against a character paralyzed by poison or off balance due to a successful feint. She then tumbles out the window as above.

GUURGAL

A wickedly barbed spear, *Guurgal* has a long, sharp head of cold iron and a rough haft of darkwood. Orc runes are seared into the wood, as if they were burned into it with a red-hot iron. Feathers, bits of colored stone, and various other primitive decorations hang on short leather thongs just below the base of the spearhead.

Nonlegacy Game Statistics: *+1 cold iron spear*; Cost 4,304 gp. Thanks to the vicious barbs running along the edges of *Guurgal*'s point, the weapon deals an additional 1 point of damage on a critical hit.

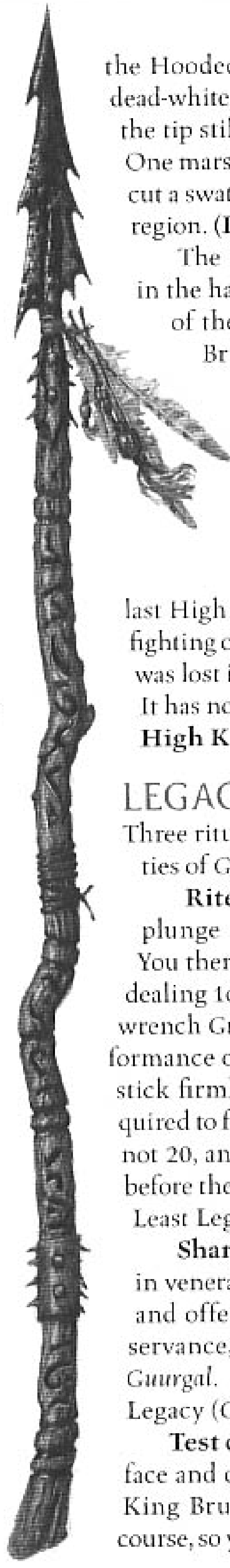
Omen: Whenever *Guurgal* pierces an inanimate object, that object "bleeds" profusely for 1d4 rounds. Living creatures are unaffected by this oddity, but bleeding objects are omens of victory in orc culture.

HISTORY

Guurgal is a mighty spear that appears in orc legends about their greatest warlords of the distant past, supposedly blessed (or, in some stories, created) by Gruumsh himself. The spear's discovery by an orc warrior is seen as a sign that a Great Horde will soon be amassed to strike at the enemies of the orc tribes. The spear usually reappears every two hundred to four hundred years, and tradition attributes to it a variety of powers. **(DC 15)**

Guurgal's first known appearance is in the story of Argad, a chieftain of the Bleeding Hands tribe. During a battle with a force of elves, Argad witnessed an enormous orc warrior on the battlefield, wielding the spear with animalistic fury. When the battle ended, Argad found *Guurgal* standing upright, stuck fast in the gut of one of the fallen elves. The weapon called to the chieftain, and with a great feat of strength, he tore the spear free and claimed it as his own. Three years later, at the head of a horde of ten thousand orcs, Argad laid waste to many civilized nations. **(DC 18; Rite of the Bleeding Hands)**

After Argad's defeat, *Guurgal* disappeared from orc ken for three centuries. A shaman of the Tearing Claw tribe, who was called the Hooded One, then beheld the spear in a dream sent by Gruumsh. In the vision, Gruumsh put out the shaman's left eye with *Guurgal*. When the Hooded One woke, his left eye was a blind, dead-white orb, but the spear lay across his chest, the tip still bloody. That same year, the Hooded One marshaled five tribes under his banner and cut a swath through the hobgoblin tribes of the region. **(DC 25; Shaman's Sight)**



Among orcs, the legendary weapon Guurgal is proof of its wielder's claim to leadership

The most recent sighting of *Guurgal* was in the hands of High King Bruug, ruler of one of the only known orc nations in history. Bruug found the spear in a troll's lair. He carried it into battle against the surrounding human and elven baronies, out of which he carved the nation of Orghar. The kingdom persisted through three generations of Bruug's descendants before a band of adventurers murdered the last High King. Orghar crumbled under the infighting of its warlords and shamans, and *Guurgal* was lost in the chaos of the kingdom's collapse. It has not been seen since. **(DC 31; Test of the High King)**

LEGACY RITUALS

Three rituals are required to unlock all the abilities of *Guurgal*.

Rite of the Bleeding Hands: You must plunge *Guurgal* into the body of an enemy. You then slash open your palms with a dagger, dealing 1d4 points of damage with each cut, and wrench *Guurgal* free of the body. The proper performance of the ritual causes the spear's barbs to stick firmly, and a DC 20 Strength check is required to free it. You can take 10 on this check but not 20, and you are allowed only three attempts before the ritual fails. *Cost:* 3,500 gp. *Feat Granted:* Least Legacy (*Guurgal*).

Shaman's Sight: You have to spend 24 hours in veneration of Gruumsh—praying, chanting, and offering sacrifices. At the end of this observance, you must put out your left eye with *Guurgal*. *Cost:* 13,000 gp. *Feat Granted:* Lesser Legacy (*Guurgal*).

Test of the High King: You are required to face and defeat *Guurgal*'s greatest wielder, High King Bruug of Orghar. Bruug is long dead, of course, so you must locate his shade and defeat it in battle. His soul resides on the Infernal Battlefield of Acheron (see page 163 of the *Dungeon Master's Guide*), where he leads a vast horde of fiendish orcs in

Illus. by S. Belledin

TABLE 3–25: GUURGAL

	Personal Costs			
Wielder Level	Attack Penalty	Reflex Save Penalty	Hit Point Loss	Abilities
5th	—	—	—	*Show of force* 1/day
6th	–1	—	—	—
7th	—	–1	2	Incite horde
8th	—	—	2	Gather the horde
9th	—	–2	—	—
10th	—	—	2	*+2 cold iron spear*
11th	—	—	—	*+2 returning cold iron spear*
12th	–2	—	—	—
13th	—	—	—	Bloodlust
14th	—	—	2	Battlefield fury
15th	—	–3	—	—
16th	—	—	2	*+3 returning cold iron spear*
17th	—	—	—	*+3 returning wounding cold iron spear*
18th	–3	—	—	—
19th	—	—	—	*+5 returning wounding cold iron spear*
20th	—	–4	—	Rage of the boar

an unending war against the other armies covering the plane. You can summon the ancient king with a spell, or you can bodily travel to Acheron to face Bruug there. *Cost:* 40,000 gp. *Feat Granted:* Greater Legacy (*Guurgal*).

WIELDER REQUIREMENTS

Barbarians, fighters, and rangers are the most likely to benefit from the abilities of *Guurgal*, though militant clerics, especially of Gruumsh, can also make effective wielders of the spear. Any character with orc blood and designs on becoming a great chief of orcs would also do well to seek out *Guurgal*.

GUURGAL WIELDER REQUIREMENTS

Orc or half-orc
Base attack bonus +3
Intimidate 2 ranks

LEGACY ITEM ABILITIES

All the following are legacy item abilities of *Guurgal*.

Show of Force (Sp): A cunning warlord knows sometimes the best tactic is to trick your opponent into thinking your force is greater than it really is. Beginning at 5th level, once per day on command, you can use *mirror image* as the spell. Caster level 5th.

Incite Horde (Su): At 7th level and higher, *Guurgal* grants a +1 morale bonus on attack rolls and saving throws against fear to all orcs within 30 feet of you. This feature, however, does not affect you.

Gather the Horde (Su): Each time *Guurgal* has surfaced in the hands of an orc warlord, it has signaled the coming of a Great Horde. Your ability to create such a horde is greatly magnified. At 8th level, you gain a +5 bonus on Diplomacy and Intimidate checks made to influence orcs.

Bloodlust (Su): Starting at 13th level, whenever you deal an opponent damage with *Guurgal*, you gain a +1 morale bonus on your next attack against the same opponent. The next attack must occur within 1 round, or the bonus is lost. The bonus is cumulative, so if your next attack hits, you gain a +2 morale bonus on your following attack against that opponent, and so on up to a maximum attack bonus of +5. As long as you continue successfully damaging the same foe, you gain this bonus, but if you miss or fail to damage the opponent with an attack, the bonus is lost.

Battlefield Fury (Su): At 14th level and higher, as long as you are leading at least three other orcs or half-orcs on the field of battle, you gain a +2 morale bonus to Strength.

Rage of the Boar (Su): Beginning at 20th level, once per day as a swift action, you can be filled with a boundless fury that equals a mighty barbarian's rage. For 10 rounds, you gain a +6 bonus to Strength and Constitution along with a +3 bonus on Will saves, but you take a –2 penalty to AC.

ADVENTURE SEED (EL 7)

During the course of their travels, the heroes hear of a band of orc robbers menacing a major caravan route. By following the trail of eyewitness accounts and physical evidence, they find their way to the brigands' camp, where they discover the leader of the band—a 6th-level orc barbarian wielding *Guurgal*. Six 1st-level orc warriors attend the chieftain.

URGBAASH **CR 7**
Male orc barbarian 6
CE Medium humanoid
Init +2; **Senses** darkvision 60 ft., Listen +0, Spot +0
Language Orc

AC 16, touch 10, flat-footed 16; improved uncanny dodge
hp 68 (6 HD)
Fort +9, **Ref** +4, **Will** +4
Weakness light sensitivity

Speed 30 ft. (6 squares)
Melee *Guurgal* +13/+8 (1d8+8 [2d8+17 on critical hit]) or
Ranged shortbow +8/+3 (1d6/×3)
Space 5 ft.; **Reach** 10 ft. (only, *Guurgal*)
Base Atk +6; **Grp** +12
Atk Options Cleave, Power Attack, rage 2/day (7 rounds)

Abilities Str 23, Dex 14, Con 18, Int 6, Wis 10, Cha 8.
SQ trap sense +2
Feats Cleave, Power Attack, Least Legacy (*Guurgal*)[B], Weapon Focus (spear)
Skills Intimidate +8, Survival +9
Possessions *+1 breastplate, Guurgal,* shortbow with 20 arrows, 23 gp

Light Sensitivity (Ex) Dazzled in bright sunlight or *daylight* spell.

When not raging, Urgbaash has the following changed statistics:

AC 18, touch 12, flat-footed 18; improved uncanny dodge
hp decrease by 12
SV Fort +7, Will +2
Melee *Guurgal* +11/+6 (1d8+6 [2d8+13 on critical hit])
Grp +10
Spell-Like Abilities (CL 5th, only with *Guurgal*):
1/day—*mirror image*
Abilities Str 19, Con 14

Orc Warriors (6): hp 5 each (see page 203 of the *Monster Manual*).

Orc Brigand Camp

Bonfire

A large bonfire in the center of the camp lights a 60-foot radius, creating shadowy illumination for another 60 feet beyond that. Characters thrown into the bonfire take 1d6 points of fire damage per round (Reflex DC 15 for half) and run the risk of catching on fire (see Catching on Fire, page 303 of the *Dungeon Master's Guide*).

Loot Piles

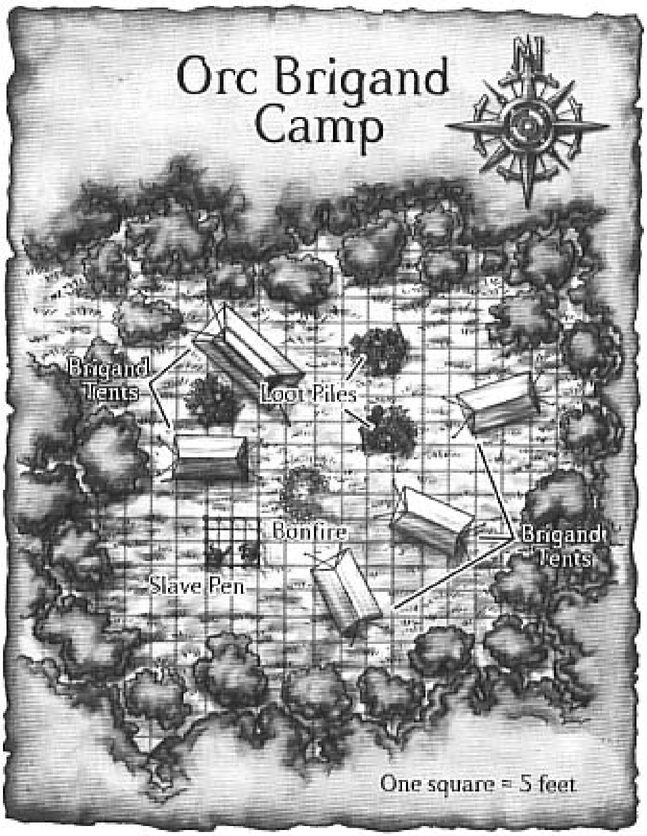
These jumbled stacks of trade goods represent the fruits of the orcs' raids over the last several months. Most of it is too cumbersome to be easily transported, but portable silks, spices, and other fine luxury goods can be claimed as spoils. This transportable loot is worth 1,100 gp.

Slave Pen

The orcs captured a few people from the caravans they raided, planning to sell the unfortunates into slavery. Presently, this cage contains three human men, a half-elf woman, and a halfling woman. All are severely malnourished and have varying degrees of injury—they are incapable of defending themselves. The cage is made of stout wooden poles, each having hardness 5, 20 hit points, and a break DC of 23. A length of crude chain ties the door shut. The chain has a hardness of 10, 5 hit points, and a break DC of 26.

Brigand Tents

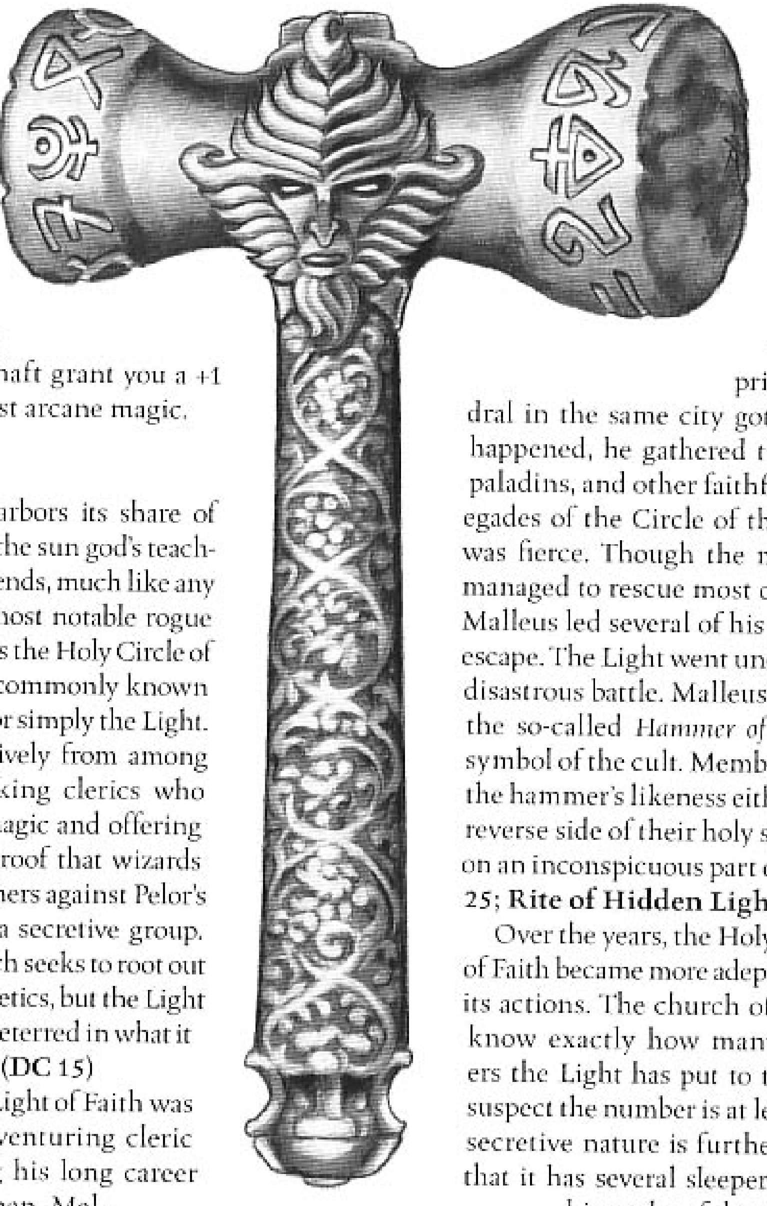
Each of these tents is made of sturdy canvas. They offer cover and concealment to characters inside them or hiding behind them. The tents have a hardness of 2, and dealing 2 points of damage with a sharp edge makes a slit big enough for a Medium creature to enter.



HAMMER OF WITCHES

This bulky warhammer has a head embossed with golden emblems of the sun and holy symbols of Pelor, while the oaken haft is engraved with intricate runes of warding against arcane magic. Divine power seems to radiate from the weapon, which glows and pulses with a soft, golden light when wielded. In the presence of an active arcane spell or a magic item created through arcane means, this pulse steadies and brightens into a constant glow of brilliant yellow.

Nonlegacy Game Statistics: +1 *warhammer*; Cost 2,312 gp. The potent warding sigils inscribed on the haft grant you a +1 bonus on all saves against arcane magic.



All those of impure heart fear the cleansing power of Hammer of Witches

Illus. by D. Martin

HISTORY

The church of Pelor harbors its share of zealots willing to distort the sun god's teachings to further their own ends, much like any other faith. One of the most notable rogue groups worshiping Pelor is the Holy Circle of the Light of Faith, more commonly known as the Circle of the Light or simply the Light. This cult recruits exclusively from among the clergy of Pelor, seeking clerics who distrust or fear arcane magic and offering questionable scriptural proof that wizards and their ilk are blasphemers against Pelor's will. The Light remains a secretive group. Pelor's conventional church seeks to root out and destroy the cult as heretics, but the Light nevertheless remains undeterred in what it sees as its sacred mission. **(DC 15)**

The Holy Circle of the Light of Faith was the brainchild of an adventuring cleric named Malleus. During his long career with the Heroes of Lannan, Malleus came to the conclusion that arcane magic was the source of all harmful, wicked spells, while divine magic was the font of all good and helpful spells. With this revelation fixed firmly in his heart, he murdered his companion, the sorcerer Arthal, and left the group, announcing he had been charged with a divine mission to eliminate all "heathen" spellcasters. Reliable reports tell of Malleus continuing to draw upon his deity's divine power to cast spells and turn undead, despite the fact that he seemed to have committed several violations against the code of the church. **(DC 18; Rite of the Zealot)**

The Light's first conflict with the mainstream church of Pelor came less than a year after Malleus founded the group. With the aid of hired mercenaries and summoned creatures from the Outer Planes, the Light raided a temple to Boccob. Once the high priest of Pelor's cathedral in the same city got word of what had happened, he gathered the church's clerics, paladins, and other faithful to crush the renegades of the Circle of the Light. The battle was fierce. Though the mainstream church managed to rescue most of Boccob's faithful, Malleus led several of his cultists in a daring escape. The Light went underground after the disastrous battle. Malleus's personal weapon, the so-called *Hammer of Witches*, became a symbol of the cult. Members of the Light had the hammer's likeness either engraved on the reverse side of their holy symbols or tattooed on an inconspicuous part of their bodies. **(DC 25; Rite of Hidden Light)**

Over the years, the Holy Circle of the Light of Faith became more adept at hiding itself and its actions. The church of Pelor still doesn't know exactly how many arcane spellcasters the Light has put to the flame, but they suspect the number is at least fifty. The cult's secretive nature is further aided by the fact that it has several sleeper agents within the hierarchy of the mainstream church of Pelor, covertly passing word to active members of the Light. In this manner, the Light has remained secret and safe for twenty-five years. The one exception was a brief power struggle five years ago, when Malleus died and left no clear successor. Ultimately, the near-mythical *Hammer of Witches* decided the

TABLE 3–26: HAMMER OF WITCHES

	Personal Costs			
Wielder Level	Attack Penalty	Hit Point Loss	Spell Slot Loss	Abilities
5th	—	—	—	*Magefinder* at will
6th	–1	2	1st	—
7th	—	2	—	—
8th	—	—	2nd	Spellbreaker 1/day
9th	—	2	—	—
10th	—	—	3rd	*+2 warhammer*
11th	—	—	—	Spellbreaker 2/day
12th	—	—	4th	—
13th	—	2	—	Witchmantle
14th	—	2	5th	*+3 warhammer*
15th	—	—	—	—
16th	—	—	6th	*Antimagic field* 1/day
17th	—	—	—	*+4 warhammer*, wizard bane
18th	—	—	7th	Countermagic
19th	—	2	—	—
20th	—	—	8th	*Greater spell immunity* 1/day

outcome of the struggle. During a heated argument between the Light's two most powerful members, the warhammer appeared in midair, blazing with golden radiance, and swung around to point directly at Chief Inquisitor Jastar. The chief inquisitor received the *Hammer of Witches* as his own personal weapon and took control of the Light. Jastar disappeared recently, taking the warhammer with him. (**DC 31; Master of the Light**)

LEGACY RITUALS

Three rituals are required to unlock all the abilities of *Hammer of Witches*.

Rite of the Zealot: You are required to slay an arcane spellcaster with a caster level of at least 3rd. The spellcaster's exact nature is up to you, but the slaying must be spontaneous and unplanned—it cannot be premeditated. This procedure is an act of faith, however twisted and debased, not an exercise in assassination. Afterward, you must spend a full 24 hours in praise and worship of Pelor. *Cost:* 3,500 gp. *Feat Granted:* Least Legacy (*Hammer of Witches*).

Rite of Hidden Light: You must locate a cell of the Holy Circle of the Light of Faith and petition the cult for membership. The Light requires various tests of ability, works of faith, and acts of penance to prove your loyalty. *Cost:* 11,500 gp. *Feat Granted:* Lesser Legacy (*Hammer of Witches*).

Master of the Light: Only the leader of the Holy Circle of the Light of Faith can call upon the greatest abilities of *Hammer of Witches*. Thus, you have to wrest control of the cult away from its current leader, using whatever means you deem necessary. Once in control of the Light, you must spend a full 24 hours in meditation with *Hammer of Witches*. *Cost:* 39,000 gp. *Feat Granted:* Greater Legacy (*Hammer of Witches*).

WIELDER REQUIREMENTS

Clerics are the most likely to find *Hammer of Witches* useful, although paladins who can find a way to reconcile the legacy rituals with their code of conduct might also find the weapon a powerful tool against evil mages. Paladins can gain access to the weapon's legacy abilities up through 13th level, but they are typically incapable of paying the personal costs (specifically, the spell slot loss) required for the more powerful abilities and rarely complete the Rite of Hidden Light ritual.

HAMMER OF WITCHES WIELDER REQUIREMENTS

Ability to cast 2nd-level divine spells
Knowledge (religion) 2 ranks
Cannot have levels in an arcane spellcasting class

LEGACY ITEM ABILITIES

All the following are legacy item abilities of *Hammer of Witches*.

Magefinder (Sp): Although *Hammer of Witches* glows brightly in the presence of arcane magic, this automatic detection lacks precision and discernment. At 5th level and higher, at will on command, you can use *detect magic* as the spell. Caster level 5th.

Spellbreaker (Su): Starting at 8th level, once per day upon making a successful attack roll with *Hammer of Witches* against an opponent or object, you can use the targeted form of *dispel magic* on that foe or item.

Caster level 10th. Beginning at 11th level, you can use this feature two times per day.

Witchmantle (Su): At 13th level, you gain spell resistance against arcane spells equal to 5 + your character level.

Antimagic Field (Sp): Beginning at 16th level, once per day on command, you can use *antimagic field* as the spell. Caster level 11th.

Countermagic (Su): At 18th level and higher, once per day as an immediate action, you can attempt to counterspell an arcane spell cast within your sight as if using a *greater dispel magic* spell. You must be aware of the spell's caster, and you cannot use this ability if flat-footed. Caster level 15th.

Greater Spell Immunity (Sp): Starting at 20th level, once per day on command, you can use *greater spell immunity* as the spell. Caster level 20th.

ADVENTURE SEED (EL 6)

While passing through a small village's town square, the heroes come across a man dressed as a cleric of Pelor, carrying a large warhammer and sermonizing about the evils of witchcraft. Three women are tied to stakes in the square, around which are piled stacks of kindling and firewood. An acolyte stands close by, holding a torch at the ready. When the women see the party, they beg for aid, loudly proclaiming their innocence. If the PCs question the priest, they learn that his only charge against the women is the practice of arcane magic.

Brother Turnik's acolyte, a 1st-level commoner named Buris (3 hp), has little stomach for this work. If the PCs seem a more credible threat than Turnik, he drops the torch and flees.

BROTHER TURNIK CR 6

Male human cleric 5 of Pelor
N Medium humanoid
Init –1; **Senses** Listen +3, Spot +3
Languages Celestial, Common, Draconic

AC 17, touch 9, flat-footed 17
hp 31 (5 HD)
Resist +1 on saves against arcane magic
Fort +5, **Ref** +2, **Will** +7

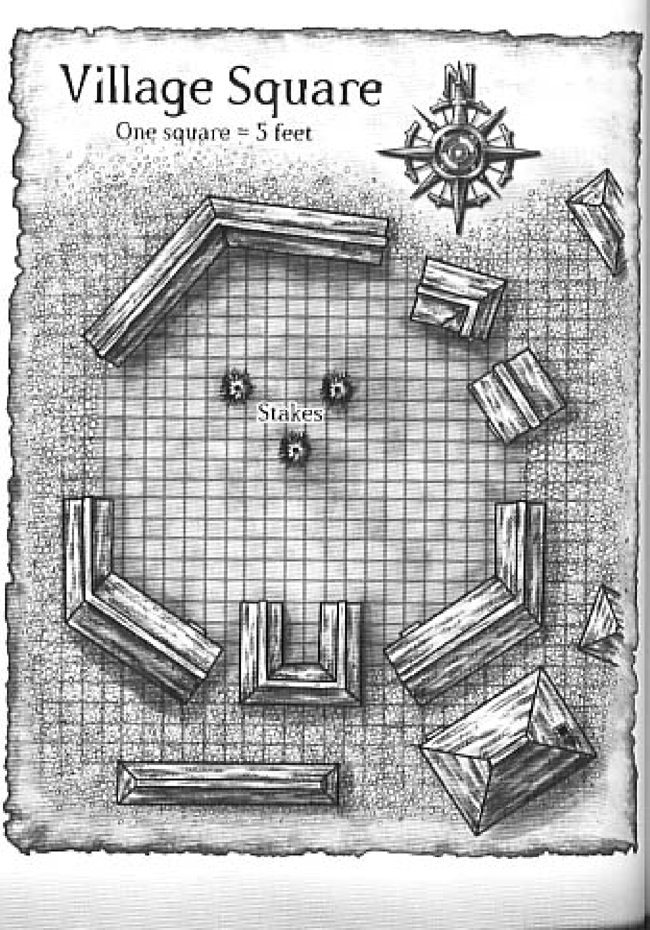
Speed 20 ft. (4 squares)
Melee *Hammer of Witches* +4 melee (1d8+1/×3)
Base Atk +3; **Grp** +3
Special Actions feat of strength 1/day (free action, +5 Str for 1 round), greater turning 1/day (successful turn check destroys undead), turn undead 4/day (+3, 2d6+6, 5th), spontaneous casting (*cure* spells)
Combat Gear divine scroll of *detect undead* (CL 5th), scroll of *cure serious wounds* and *doom*
Cleric Spells Prepared (CL 5th):
3rd—*magic vestment, searing light*ᴰ, *summon monster III*
2nd—*bull's strength, calm emotions* (DC 15), *heat metal*ᴰ (DC 15), *spiritual weapon*
1st—*divine favor, endure elements, enlarge person*ᴰ (DC 14), *sanctuary* (DC 14), *shield of faith*
0—*detect magic* (3), *light, virtue*
D: Domain spell. Domains: Strength, Sun.

Abilities Str 10, Dex 8, Con 13, Int 14, Wis 16, Cha 12
Feats Lightning Reflexes, Martial Weapon Proficiency (warhammer), Scribe Scroll
Skills Concentration +9, Knowledge (history) +10, Knowledge (the planes) +10, Knowledge (religion) +10, Spellcraft +10
Possessions combat gear plus +*1 chainmail*, heavy steel shield, *Hammer of Witches*, small parchment with holy text, 95 gp

Village Square

Stakes

Each of the three "witches" is tied to a stake with a knot that requires a DC 10 Use Rope check to undo. If freed, the three women dash off in random directions, trying to get away. If the fires are lit, the women begin to suffocate due to smoke inhalation (see page 304 of the *Dungeon Master's Guide*). They die of suffocation before the fire grows large enough to burn them.



INFILTRATOR

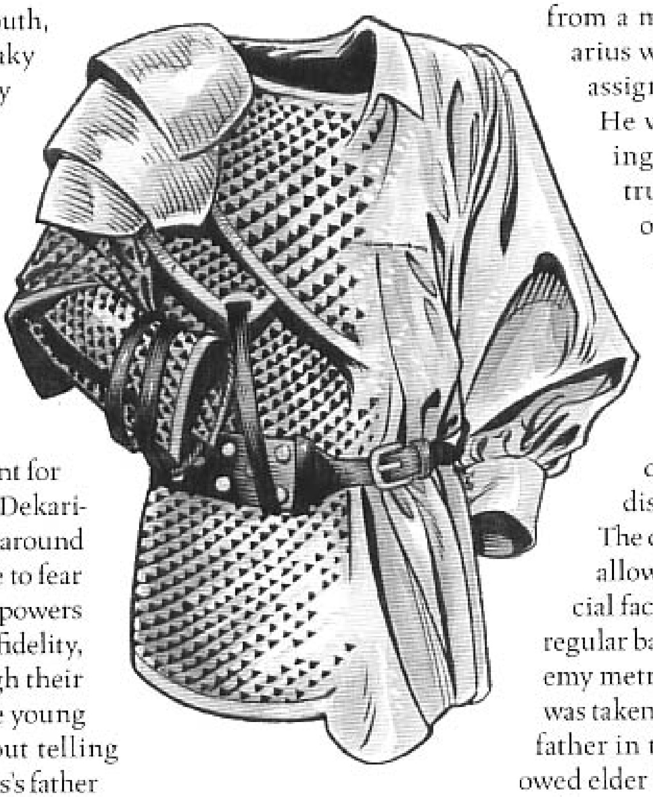
Infiltrator is a sturdy chain shirt assembled from shiny rings of mithral, constructed primarily for military use but not without a discerning eye for craftsmanship.

Nonlegacy Game Statistics: *+1 mithral shirt*; Cost 2,100 gp.

Omen: When wearing *Infiltrator*, you can focus your vision, gaining the visual effects of a magnifying glass or a spyglass (see pages 130 and 127 of the *Player's Handbook*, respectively).

HISTORY

The product of a misspent youth, Dekarius Daystorm was a sneaky adolescent scion of a wealthy merchant family that made its fortune building siege engines for its nation's armies. Dekarius was determined to learn all his family's dark secrets, and he had a knack for serendipitously overhearing whispered confidences. According to his father, the lad possessed too much talent for this skill. Something about Dekarius caused people to open up around him. The entire family came to fear his insatiable curiosity and powers of deduction—extortion, infidelity, and even murder ran through their history, all there for the idle young man to discover. So, without telling his son beforehand, Dekarius's father enlisted him into the royal army, hoping the military could make good use of his incisive skills. Dekarius was sent on his way with the shirt of mithral chain that would later become *Infiltrator*. **(DC 15)**



The wearer of Infiltrator can avoid various sorts of detection

Dekarius raged and fumed at the underhanded way his father had enrolled him into the army, but the youth could do nothing about it. The paperwork was signed. To spite his father, Dekarius excelled in all tasks assigned him and quickly demonstrated a natural aptitude for gathering information about any enemy. As a result, he was sent deep into hostile territory, always returning with, at the very least, a detailed report of armaments, deployments, and troop numbers. Dekarius, however, was never satisfied with such a superficial accounting. He often dressed as a member of opposing forces and boldly moved among their encampments, specifically noting officers, assessing personalities, and paying close attention to command styles. Dekarius even managed to overhear specific strategies being discussed by senior commanders. All of these accomplishments made him an invaluable resource to the royal army. **(DC 20; Behind the Lines)**

Dekarius made a reputation for himself among his superiors, who came to rely on the information he provided. His spying was so dependable that battles were often delayed until he returned from a mission. Eventually, Dekarius was given the most covert assignment he had ever taken. He was to infiltrate a retreating enemy army, earn the trust of their commanding officers, and serve as their scout. Only Dekarius and his superiors were privy to this plan. Dekarius was allowed to provide the enemy leaders some useful intelligence, but only to gain their trust. Sly disinformation would follow. The operation worked perfectly, allowing Dekarius to send crucial facts to his commanders on a regular basis. During a stay in an enemy metropolis, however, Dekarius was taken aback when he spotted his father in the streets. Younger shadowed elder through the city's avenues and byways. The older man went into a military barracks, and Dekarius realized he was supplying siege engines to both sides in the war. **(DC 25; Inside Track)**

When Dekarius discovered his father was double-dealing, his patriotism wrestled with his family loyalty. The young soldier confronted his father, who revealed he had been secretly traveling back and forth across the war lines for years. The Daystorm cartel even worked to maintain an artificial balance of power to keep its industry alive. Dekarius's father made it clear the whole family would suffer if this duplicitous trading were stopped. Such deals were wholly responsible for the family's current wealth. Dekarius weighed these words against everything he knew about his kin and the corruption running

Illus. by D. Crabapple

TABLE 3–27: INFILTRATOR

Wielder Level	Personal Costs Reflex Save Penalty	Skill Check Penalty	Hit Point Loss	Skill Point Loss	Abilities
5th	—	—	—	—	Low-light vision
6th	—	—	2	3	Collecting facts +5
7th	–1	–1	—	—	Local garments
8th	—	—	—	3	Thorough sweep +5
9th	—	—	—	—	—
10th	—	—	2	—	Higher vantage
11th	—	—	—	—	Darkvision
12th	–2	—	—	—	*+3 mithral chain shirt*
13th	—	—	—	3	Local tongue
14th	—	–2	—	—	—
15th	—	—	—	—	*Fly on the wall* at will
16th	—	—	—	3	*Incisive mind* at will
17th	—	—	—	—	Blindsense
18th	—	—	—	3	Collecting facts +15
19th	—	–3	—	—	Thorough sweep +15
20th	—	—	—	3	Nondetection

deep through their history. Money had brought them only misery. As he told his father to flee and never show himself in their homeland again, Dekarius could sense the old man's bodyguards approaching from behind. He turned to face the cutthroats, only to feel the chill ache of steel driving into his back and out through his chest. The Daystorm business was preserved. **(DC 30; Between the Lines)**

LEGACY RITUALS

Three rituals are required to unlock all the abilities of *Infiltrator.*

Behind the Lines: You are required to obtain knowledge about three secrets, to which you would not normally have been privy, using DC 20 Gather Information checks. If even one check fails, so does the ritual. You must then spend one day in meditation on *Infiltrator. Cost:* 4,300 gp. *Feat Granted:* Least Legacy (*Infiltrator*).

Inside Track: You have to use a Listen check to successfully eavesdrop on a whispered conversion (DC 15 or higher) and clearly understand what is being said, represented by beating the DC by 10 or more. *Cost:* 12,700 gp. *Feat Granted:* Lesser Legacy (*Infiltrator*).

Between the Lines: You must succeed on a Sense Motive check to discern whether a creature with a Bluff bonus of +20 or more is attempting to deceive you in a social situation. *Cost:* 40,500 gp. *Feat Granted:* Greater Legacy (*Infiltrator*).

WIELDER REQUIREMENTS

Infiltrator is worn primarily by bards or rogues, although rangers are also common.

INFILTRATOR WIELDER REQUIREMENTS

Gather Information 2 ranks
Listen 2 ranks
Sense Motive 2 ranks

LEGACY ITEM ABILITIES

All the following are legacy item abilities of *Infiltrator.*

Low Light Vision (Su): At 5th level, you gain low-light vision.

Collecting Facts (Su): At 6th level, *Infiltrator* grants you a +5 competence bonus on Spot checks. At 18th level, this bonus increases to +15.

Local Garments (Su): Starting at 7th level, you can change the shape and form of *Infiltrator* to appear as normal clothing. The armor retains all its normal properties (including weight) when glamered. You can also use this feature to touch another's clothing, creating a perfect duplicate of his or her attire. Only a *true seeing* spell or similar magic reveals the actual nature of the disguised armor.

Thorough Sweep (Su): At 8th level, *Infiltrator* grants you a +5 competence bonus on Search checks. At 19th level, this bonus increases to +15.

Higher Vantage (Su): At 10th level, you gain a climb speed of 20 feet. You can also move on vertical surfaces and ceilings, as the *spider climb* spell, for up to 10 minutes per day. This time need not be spent consecutively. Caster level 5th.

Darkvision (Su): At 11th level, you gain darkvision with a range of 60 feet. If you already possess darkvision, the range of your vision extends another 30 feet.

Local Tongue (Su): Starting at 13th level, you can speak and understand the language of any creature that can speak.

Fly on the Wall (Sp): At 15th level and higher, at will on command, you can use *invisibility* as the spell. Caster level 10th.

Incisive Mind (Sp): Beginning at 16th level, at will on command, you can use *detect thoughts* as the spell. The save DC is 13, or 12 + your Charisma modifier, whichever is higher. Caster level 11th.

Blindsense (Su): At 17th level, you gain blindsense with a range of 30 feet (see page 306 of the *Monster Manual*).

Nondetection (Su): Starting at 20th level, you act as if constantly under the effects of a *nondetection* spell. Caster level 5th.

ADVENTURE SEED (EL 8)

Dekarius's father sold *Infiltrator* after his son's death. Being mithral, it fetched a good price from a mercenary elf named Tezarune, and the bladesinger quickly realized more power existed in the chain shirt than was first apparent. Now Tezarune uses *Infiltrator* to aid his schemes. A selfish and greedy person, he likes to shadow other explorers, allow those others to do the dirty work (such as fighting), and then claim some choice bits of treasure while invisible.

TEZARUNE **CR 8**

Male elf fighter 4/wizard 2/bladesinger* 1
CN Medium humanoid
Init +2; **Senses** low-light vision; Listen +2, Spot +5 (if familiar within 5 ft. Listen +4, Spot +7)
Languages empathic link, Common, Draconic, Elven, Orc

AC 18, touch 13, flat-footed 15; Dodge
hp 41 (7 HD)
Immune sleep
Fort +5, **Ref** +6, **Will** +5 (+7 against enchantments)

Speed 30 ft. (6 squares)
Melee mwk longsword +10/+5 (1d8+2/19–20) or
Ranged mwk composite longbow +9/+4 (1d8+2/×3)
Base Atk +6; **Grp** +8
Special Actions Combat Expertise
Combat Gear *potion of cure moderate wounds, potion of fox's cunning*, 4 scrolls of *invisibility*, 2 scrolls of *enlarge person*, 2 scrolls of *shield*
Wizard Spells Prepared (CL 3rd):
2nd—*flaming sphere* (DC 14), *mirror image*
1st—*burning hands* (DC 13), *magic missile, shocking grasp* (+8 melee touch)
0—*daze* (DC 12), *detect magic, ghost sound* (DC 12), *ray of frost* (+8 ranged touch)

Abilities Str 14, Dex 14 Con 12, Int 15, Wis 8, Cha 10
SQ able to notice secret or concealed doors, bladesong style, familiar, local garments, share spells
Feats Alertness^B (if familiar within 5 ft.), Combat Casting, Combat Expertise^B, Dodge, Investigator, Least Legacy (*Infiltrator*)^B, Scribe Scroll^B, Weapon Focus (longsword)^B, Weapon Specialization (longsword)^B
Skills Balance +5, Concentration +4 (+8 casting defensively), Gather Information +3, Jump +5, Listen +2 (+4 if familiar within 5 ft.), Perform (dance) +1, Perform (sing) +1, Search +5, Spot +5 (+7 if familiar within 5 ft.), Tumble +6 (Skills include personal cost of –1 penalty on all skill checks.)
Possessions combat gear plus *Infiltrator*, masterwork longsword, masterwork composite longbow (+2 Str bonus) with 20 arrows, 10 cold iron arrows, 10 silver arrows, *bag of holding* (type II)
Spellbook as above plus 0—all; 1st—*charm person, enlarge person, obscuring mist, shield, sleep, true strike*; 2nd—*invisibility*.

Bladesong Style (Ex) When wielding a longsword or rapier in one hand and nothing in the other, Tezarune gains a +1 dodge bonus to Armor Class (included in AC).

Local Garments (Su) Can change the shape and form of *Infiltrator* to the appearance of normal clothing. Can touch another's clothing, creating a perfect duplicate of his attire. *True seeing* reveals the nature of *Infiltrator*.

*See page 17 of *Complete Warrior* for the bladesinger prestige class.

WEASEL FAMILIAR **CR —**

N Tiny magical beast (augmented animal)
Init +2; **Senses** low-light vision, scent, Listen +1, Spot +3
Languages empathic link

AC 15, touch 14, flat-footed 13
hp 20 (7 HD)
Resist improved evasion
Fort +4, **Ref** +5, **Will** +5

Speed 20 ft. (4 squares), climb 20 ft.
Melee bite +10 (1d3–4)
Space 2-1/2 ft.; **Reach** 0 ft.
Base Atk +6; **Grp** –6
Atk Options attach

Abilities Str 3, Dex 15, Con 10, Int 6, Wis 12, Cha 5
Feats Agile, Weapon Finesse^B
Skills Balance +12, Climb +10, Escape Artist +4, Hide +11, Move Silently +8, Spot +3
*A weasel can choose to take 10 on a Climb check, even if rushed or threatened

---

Attach (Ex) If a weasel hits with its bite attack, it latches on and automatically deals bite damage each round it remains attached. While attached, it loses its Dexterity bonus to AC. To remove an attached weasel through grappling, the opponent must achieve a pin against the creature.

LORESTEALER

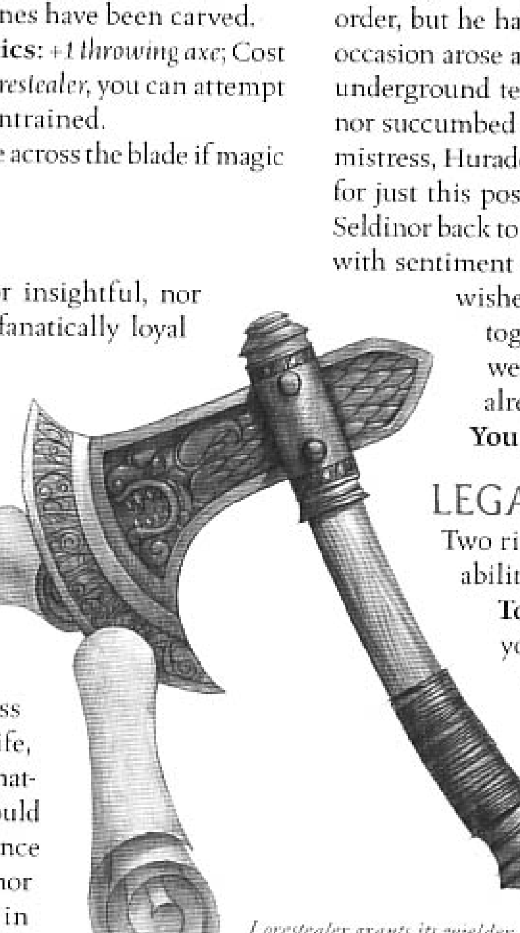
Lorestealer is an excellently balanced throwing axe with a sturdy oaken handle and a curved blade on which arcane and divine runes have been carved.

Nonlegacy Game Statistics: *+1 throwing axe*; Cost 2,308 gp. When wielding *Lorestealer*, you can attempt Use Magic Device checks untrained.

Omen: Runes begin to cycle across the blade if magic scrolls are within 10 feet.

HISTORY

Huraden was not witty, nor insightful, nor sociable, but Huraden was fanatically loyal to his employer, the young sorcerer Seldinor. For a seemingly quiet member of the aristocracy, Seldinor had many enemies. Huraden protected her with life and limb, though he came close to death on more than one occasion. If a wizard threatened his mistress or made an attempt on her life, Huraden took the brunt of whatever damage the spellcaster could deal out, giving Seldinor a chance to finish off the foe. Seldinor returned Huraden's loyalty in full. She forged a weapon of great power for him—an axe known as *Lorestealer*. **(DC 15)**



Lorestealer grants its wielder access to stored magic

Illus. by W. England

If an assassin's bolt sped toward Seldinor, Huraden threw himself in front of it. If Seldinor told him to rough up a gang of rogues, Huraden fought them all at once, not concerned that he might be outnumbered. Unfortunately, it became apparent to Seldinor that Huraden was not equipped for the magical conflicts she habitually sought out. Seldinor's ambitions waited for nobody. Because Huraden had no spellcasting skill, Seldinor constructed *Lorestealer* to compensate for this shortcoming and to shore up her own offensive power. With the throwing axe, Huraden could use a scroll by cleaving its parchment, thereby releasing the stored magic. **(DC 20; Tough Love)**

Seldinor and Huraden began as spellcaster and bodyguard in the courts of civilized society, but their professional relationship gradually grew into a private one. The pair became insatiable lovers shortly after Huraden took a beating defeating an ogre intent on trampling Seldinor into the ground. When Seldinor gave Huraden *Lorestealer*, the warrior unlocked within the weapon the potential to use scrolls of the highest order, but he had no ability to do so wisely. Such an occasion arose after the pair combated demons in an underground temple. The battle was won, but Seldinor succumbed to a bleeding wound. Devoted to his mistress, Huraden had kept a *wish* scroll tucked away for just this possibility. Rather than simply wishing Seldinor back to life, however, Huraden was overcome with sentiment at the sight of her ravaged form and wished the two of them would always be together. When their lifeless bodies were later found together, *Lorestealer* was already missing. **(DC 25; Run Before You Can Walk)**

LEGACY RITUALS

Two rituals are required to unlock all the abilities of *Lorestealer*.

Tough Love: You are required to throw yourself into harm's way for a family member, friend, or loved one, taking the damage intended for that individual. *Cost:* 4,500 gp. *Feat Granted:* Least Legacy (*Lorestealer*).

Run Before You Can Walk: You must deliberately misread a magic scroll and cause a mishap (see page 238 of the *Dungeon Master's Guide*). You cannot normally cause a deliberate mishap, but you can do so in the performance of this ritual. Once you have caused the mishap, you must spend 8 hours in meditation with *Lorestealer*. *Cost:* 12,500 gp (less the value of the scrolls used to cause a mishap). *Feat Granted:* Lesser Legacy (*Lorestealer*).

WIELDER REQUIREMENTS

The wielders of *Lorestealer* are almost exclusively barbarians, fighters, or rogues. Spellcasting character classes have no need of its legacy abilities.

LORESTEALER WIELDER REQUIREMENTS

No spellcasting ability
Base attack bonus +3

LEGACY ITEM ABILITIES

All the following are legacy item abilities of *Lorestealer*.

Decipher Scrolls (Su): At 5th level and higher, you

Table 3–28: Lorestealer

Wielder Level	Personal Costs Attack Penalty	 Save Penalty	 Hit Point Loss	Abilities
5th	—	—	—	Decipher scrolls, locate scrolls
6th	—	—	4	Scroll use
7th	—	—	—	Axe casting 1/day (3rd level)
8th	—	–1	—	—
9th	–1	—	2	—
10th	—	—	—	*+1 spell storing throwing axe*
11th	—	—	—	*+1 spell storing returning throwing axe*
12th	—	—	2	—
13th	–2	—	—	Axe casting 1/day (6th level)
14th	—	—	—	—
15th	—	—	2	—
16th	—	–2	—	Axe casting 2/day (6th level)

can decipher any magic scroll as if you benefited from a *read magic* spell. Caster level 5th.

Locate Scrolls (Su): Beginning at 5th level, you can detect magic scrolls within 60 feet as if using the *detect magic* spell. Caster level 5th.

Scroll Use (Su): At 6th level, you gain a +5 competence bonus on Use Magic Device checks made to cast a spell from a scroll.

Axe Casting (Su): Starting at 7th level, once per day as a full-round action that provokes attacks of opportunity, you can drive the blade of *Lorestealer* into a scroll containing a 3rd-level or lower spell. The spell in the scroll is then cast as if you had successfully activated the scroll, but there is no chance of arcane spell failure. Scrolls still must be deciphered before this feature functions on them.

At 13th level and higher, this ability works on scrolls containing spells of 6th level or lower. Starting at 16th level, you can use this ability two times per day.

ADVENTURE SEED (EL 6)

After Huraden and Seldinor thwarted demons attempting to create a foothold on the Material Plane, the pair perished due to Huraden's foolish *wish*. One demon survived their attack, however—a tougher-than-normal babau named Ut'zari. Although alive, the demon was stranded on the Material Plane. Having witnessed the awesome spellcasting power of *Lorestealer* first hand, Ut'zari grabbed the weapon and fled with it, hoping to open a way back to the Abyss. Even after much experimentation, the babau could not activate the axe, failing to realize *Lorestealer* would work only for a wielder who possessed no spellcasting abilities. Ut'zari still carries the throwing axe, convinced that it might one day be useful. In the meantime, the babau has disguised himself as a human and steals from powerful spellcasters and adventurers in the hopes of finding a way home. The PCs are perfect targets for the prowling and desperate demon, which craftily waits for the right opportunity to strike—such as when one of the characters wanders away from the group.

Ut'zari uses *Lorestealer* in melee (he won't throw it).

UT'ZARI, BABAU — CR 7

9 HD babau (tanar'ri)
CE Medium outsider (chaotic, evil, extraplanar, tanar'ri)
Init +1; **Senses** darkvision 60 ft., Listen +22, Spot +6
Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

AC 19, touch 11, flat-footed 18
hp 85 (9 HD); **DR** 10/cold iron or good
Immune electricity, poison
Resist acid 10, cold 10, fire 10; **SR** 14
Fort +11, **Ref** +7, **Will** +7

Speed 30 ft. (6 squares)
Melee *Lorestealer* +15/+10 (1d6+5) and
bite +9 (1d6+2) and
claw +9 (1d6+2) or
Melee 2 claws +14 (1d6+5) and
bite +9 (1d6+2)
Base Atk +9; **Grp** +14
Atk Options sneak attack +2d6; Cleave, Power Attack
Special Actions *summon tanar'ri* 1/day

Abilities Str 21, Dex 12, Con 20, Int 14, Wis 14, Cha 16
SQ protective slime
Feats Cleave, Multiattack, Power Attack, Skill Focus (Disguise)
Skills Climb +17, Disable Device +12, Disguise +18, Escape Artist +13, Hide +21, Listen +22, Move Silently +21, Open Lock +11, Search +20, Sleight of Hand +11, Spot +6, Survival +2 (+4 following tracks), Use Magic Device +3, Use Rope +1 (+3 with bindings)
Possessions *Lorestealer*

Summon Tanar'ri (Sp) Once per day, 1 babau (40% chance of success).

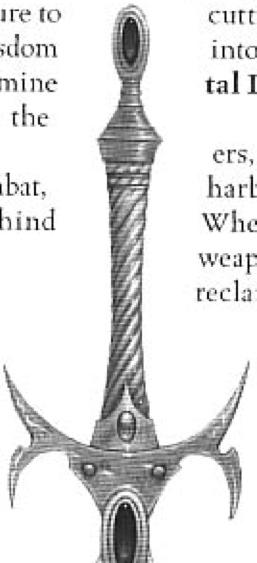
Protective Slime (Su) A weapon that strikes Ut'zari takes 1d8 points of acid damage (magic weapons, Reflex DC 18 negates). Unarmed attacks also take damage; Reflex DC 18 negates.

MAU-JEHE

Mau-Jehe is a short sword of extraordinary quality, resembling a punching dagger in its design. The blade has a rusty color, but it otherwise appears newly forged.

Nonlegacy Game Statistics: *+1 short sword*; Cost 2,310 gp. Once per day, you can study another creature within 30 feet, forcing that creature to make a Will saving throw (DC 11 + your Wisdom bonus). If the save fails, you can determine whether the target creature has ranks in the Hide or Move Silently skills.

Omen: When you swing *Mau-Jehe* in combat, tendrils of ectoplasmic energy trail behind the blade.



In the hands of a soulknife, Mau-Jehe reveals uncanny abilities

Illus. by W. England

HISTORY

Despite the appearance of this weapon, *Mau-Jehe* is ancient. Few swords have seen more wielders. Many stories have surfaced about the origin of *Mau-Jehe*, but the most common tale is that it was forged by a thri-kreen and given to the ruler of a now bygone sultanate. Thri-kreen were less numerous in the time of this realm, and they had been conquered by the sultan's armies. They intended the sword as a subtly rude gesture—the gift of a weapon is an ill omen in thri-kreen society. The sultan, oblivious to their ways, wore the sword proudly and spoke of how he subjugated the mantis folk with his willpower alone. In his pompous overconfidence, he paraded through his kingdom almost unguarded, only to be assassinated shortly thereafter by a brash bandit. The murderer took *Mau-Jehe* from the sultan's corpse. **(DC 15)**

The man who killed the sultan was a robber-knight named Abrax-atep, the commander of a group of bandits made up of fallen aristocrats. These brigands shared a fierce hatred of the sultan, a man who had forcibly taken their wealth to feed his insatiable greed. After years of riding through the desert together, the thieves, led by Stafa'ibn Hashil, rebelled against Abrax-atep and murdered him. Stafa'ibn then fell wretchedly ill and was put to death by his son Ma'ibn Stafa'ibn Hashil. When Huber, a talented ruffian the bandits had picked up along the way, challenged Ma'ibn to a duel and killed him, *Mau-Jehe* finally passed to a soulknife. Huber's psychic talents awakened the synergistic abilities of *Mau-Jehe*, and he became exceedingly proficient with the short sword. His talents didn't save him from being ambushed and butchered by the vengeful relatives of Ma'ibn, though. After that, the blade continued to pass from one bloodthirsty cutthroat to another, only occasionally falling into the hands of a soulknife. **(DC 20; Accidental Inheritance)**

During all the times *Mau-Jehe* changed owners, it successfully kept one secret: The weapon harbors a secret affinity for virtuous warriors. When the thri-kreen originally constructed the weapon, they intended to assassinate the sultan, reclaim *Mau-Jehe*, and declare righteous victory over their oppressor. In circumstances omitted from a history written by the victors, the sultan viciously attacked the thri-kreen without provocation—the mantis folk were then known for being both autonomous and peaceful. After the sultan ordered his armies against the thri-kreen, hoping to find hidden wealth, he came up empty handed. Countless thri-kreen had been slaughtered for nothing. Thri-kreen grew to hate the tyrannical sultan and the injustice they faced. This righteous anger was woven into *Mau-Jehe*. **(DC 25; Soulflower)**

LEGACY RITUALS

Two rituals are required to unlock all the abilities of *Mau-Jehe*.

Accidental Inheritance: You have to remove *Mau-Jehe* from the corpse or crypt of its previous wielder. *Cost:* 2,200 gp. *Feat Granted:* Least Legacy (*Mau-Jehe*).

Soulflower: You must spend a full day in the proper veneration of a nonevil deity. *Cost:* 12,500 gp. *Feat Granted:* Lesser Legacy (*Mau-Jehe*).

WIELDER REQUIREMENTS

Mau-Jehe is most useful in the hands of a psychic warrior or soulknife.

MAU-JEHE WIELDER REQUIREMENTS

1 or more power points
Base attack bonus +2
Hide 1 rank

Table 3–29: Mau-Jehe

Wielder Level	Personal Costs Attack Penalty	 Save Penalty	 Hit Point Loss	Abilities
5th	—	—	—	Knife made mind, sneaky intentions
6th	—	—	4	*+1 ghost touch short sword*
7th	—	—	—	*Unspoken contact* at will
8th	—	–1	—	Mind over miles
9th	–1	—	2	Stable focus
10th	—	—	—	—
11th	—	—	—	*+2 ghost touch short sword*
12th	—	—	2	*Penetrating proposal* at will
13th	–2	—	—	Cunning
14th	—	—	2	*+2 ghost touch keen short sword*
15th	—	—	—	—
16th	—	–2	—	*+3 ghost touch keen short sword*

LEGACY ITEM ABILITIES

All the following are legacy item abilities of *Mau-Jehe*.

Knife Made Mind (Su): Beginning at 5th level, you can treat *Mau-Jehe* as a mind blade (see the sidebar). If you are a soulknife, the abilities of your mind blade stack with those of *Mau-Jehe* (except for enhancement bonuses), or you can use Mau-Jehe as a separate mind blade. In this latter case, the abilities of your mind blade and those of *Mau-Jehe* do not stack, since each weapon remains distinct from the other. When *Mau-Jehe* is used as a mind blade (or in combination with your soulknife mind blade), you take no nonproficiency penalty for wielding the sword.

Sneaky Intentions (Su): At 5th level, you gain a +2 competence bonus on Hide and Move Silently checks.

Unspoken Contact (Sp): Beginning at 7th level, at will on command, you can use *mindlink* as the psionic power. Manifester level 2nd.

Mind Over Miles (Su): At 8th level, you gain a 5-foot enhancement bonus to your base land speed.

Stable Focus (Su): At 9th level, you can choose a psionic feat you already know that requires you to maintain psionic focus to gain its benefit. *Mau-Jehe* allows you to be treated as if you constantly retain psionic focus for the purposes of the selected feat.

Penetrating Proposal (Sp): Starting at 12th level, at will on command, you can use *suggestion* as the psionic power. *Mau-Jehe* provides an augmentation to the power's save DC, which is 16, or 14 + your Charisma modifier, whichever is higher. Manifester level 10th.

MAU-JEHE AS A MIND BLADE

As a standard action, you can convert the physical *Mau-Jehe* into a semisolid blade composed of psychic energy.

The psychic version of *Mau-Jehe* is identical in all ways (except visually) to a short sword sized appropriately for you. Even if you are not proficient with short swords, you take no nonproficiency penalty for wielding *Mau-Jehe* in mind blade form. With the mind blade *Mau-Jehe*, you gain the usual benefits to your attack and damage rolls from a high Strength bonus.

The mind-blade form of *Mau-Jehe* can be dismissed as a free action. While dismissed, the blade simply ceases to exist physically, suspended in psychic memory. Additionally, the moment you relinquish your grip on *Mau-Jehe*, the sword dissipates into similar abeyance. You can rematerialize the *Mau-Jehe* mind blade as a move action or reconstitute the sword into its physical shape as a standard action.

You can use feats such as Combat Expertise and Weapon Finesse in conjunction with the mind blade version of *Mau-Jehe* just as if it were a normal short sword. Feats requiring a specific weapon choice, such as Weapon Specialization, can also be used with the psychic version of *Mau-Jehe*, so long as those feats are for the short sword. Powers or spells that temporarily upgrade weapons can be used on the *Mau-Jehe* mind blade.

In places where psionic effects do not normally function (such as within a *null psionics field*), *Mau-Jehe* is automatically reconstituted as a physical weapon. If you are killed while wielding *Mau-Jehe* as a mind blade, the sword similarly reconstitutes as a physical weapon, regardless of whether it is present as a mind blade or in abeyance as a psychic memory.

For more information about the soulknife class and the mind blade, see page 26 of the *Expanded Psionics Handbook*.

Cunning (Su): At 13th level and higher, you are never considered flat-footed.

ADVENTURE SEED (EL 6)

The current owner of *Mau-Jehe* is a contract killer named Vauge, a notoriously dangerous and arrogant soulknife. Vauge took the blade from a bandit warlord she was hired to kill, admiring the weapon's unusual craftsmanship. She discovered the hidden legacy of the weapon through additional research. Vauge currently sells her services to anyone who pays her exorbitant fees, and she is often employed to slay adventurers who know too much about secret organizations. A villain who wishes to kill one of the PCs hires Vauge, who then uses tactics to isolate that character for a one-on-one fight.

VAUGE **CR 6**

Female xeph soulknife 5
CE Medium humanoid
Init +4; **Senses** darkvision 60 ft., Listen +5, Spot +5
Languages Common, Draconic, Xeph

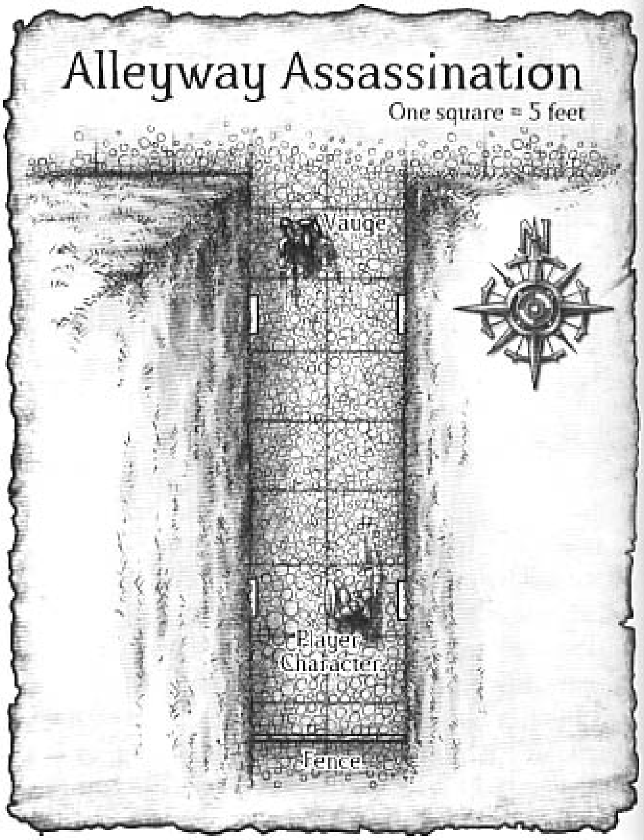
AC 20, touch 14, flat-footed 16
hp 37 (5 HD)
Resist +1 on saves against spells, spell-like abilities, and psionics
Fort +2, **Ref** +8, **Will** +4

Speed 30 ft. (6 squares); 3/day increase speed by 10 feet (as a competence bonus) for 3 rounds.
Melee *+1 mind blade* +9 (1d6+2/19–20) or
Melee *Mau-Jehe* mind blade +9 (1d6+2/19–20) or
Melee *+1 mind blade* +7 (1d6+2/19–20) and *Mau-Jehe* mind blade +7 (1d6+1/19–20) with Two-Weapon Fighting
Base Atk +3; **Grp** +4
Atk Options psychic strike +1d8, throw mind blade
Special Actions mind blade, shape mind blade
Combat Gear 3 *potions of cure light wounds*, 3 *potions of invisibility*
Power Points 3

Abilities Str 12, Dex 18 Con 13, Int 12, Wis 10, Cha 8
SQ free draw
Feats Least Legacy (*Mau-Jehe*)^B, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (mind blade)^B, Wild Talent^B
Skills Autohypnosis +5, Balance +5, Climb +6, Hide +9, Jump +8, Listen +5, Move Silently +9, Spot +5, Tumble +10
Possessions combat gear plus *+2 chain shirt, Mau-Jehe*

Mind Blade (Su) As a free action (free draw), can create a semisolid blade composed of psychic energy that functions as a *+1 short sword*.

In places where psionics do not normally function, a DC 20 Will save allows the blade to remain 5 rounds before the save must be made again.



Throw Mind Blade (Ex) Can throw mind blade (range increment 30 ft.). Thrown mind blade dissipates.

Psychic Strike (Su) As a move action, can imbue mind blade to deal +1d8 points of damage against the next living, nonmindless target successfully hit with an attack. A hit dissipates the energy. Creatures immune to mind-affecting spells and abilities are immune to this damage.

Shape Mind Blade (Su) As a full-round action, mind blade can replicate a longsword or a bastard sword, or it can be split into two short swords with no enhancement bonus.

Alleyway Assassination

This map shows a sample situation in which Vauge might ambush a player character. The PC has been lured into a dead-end alley, and now the hired killer closes in from the street, cutting off escape. Windows on the upper floors of buildings line the alleyway but aren't easily accessible from the ground.

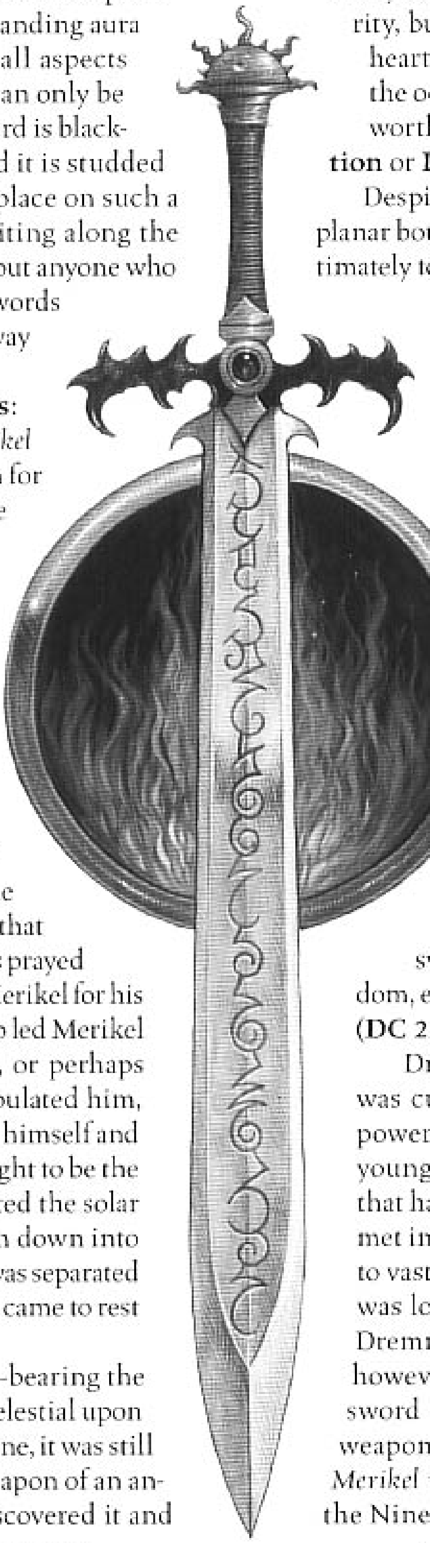
Fence

This barrier closes off the end of the alley. It is 15 feet high and not easy to scale (Climb DC 15).

MERIKEL

This enormous, silvery greatsword was once the weapon of a solar who shared the weapon's name. The blade retains a commanding aura of goodness and power, but small aspects of the greatsword's appearance can only be described as disturbing. The guard is blackened as if by an intense fire, and it is studded with cruel barbs wholly out of place on such a hallowed weapon. Celestial writing along the blade seems innocuous enough, but anyone who can read the language sees the words become foul blasphemies halfway to the sword's tip.

Nonlegacy Game Statistics: +1 *greatsword*; Cost 2,350 gp. *Merikel* counts as a good-aligned weapon for purposes of overcoming damage reduction.



Merikel was once the renowned weapon of a solar

HISTORY

Merikel was one of the most potent and favored solars in the service of Heironeous. He stood at the god's right hand, carrying out the Invincible's will and defending the faithful against the depredations of Hextor and other enemies of the faith. His influence was so great that many of Heironeous's worshipers prayed not directly to their deity, but to Merikel for his intercession. Perhaps this worship led Merikel to grow arrogant and prideful, or perhaps Hextor or some other foe manipulated him, but Merikel claimed godhood for himself and challenged Heironeous for the right to be the deity of valor. Heironeous defeated the solar and, with great sadness, cast him down into the Nine Hells. Merikel's sword was separated from him as he fell, however, and came to rest on the Material Plane. **(DC 15)**

When Merikel's greatsword—bearing the fallen angel's name written in Celestial upon its blade—fell to the Material Plane, it was still pure and holy, as befitted the weapon of an angel. A paladin named Hinsa discovered it and carried the blade for several years, vanquishing many foes with it. Over time, however, Hinsa noticed a darkness rotting the core of goodness within *Merikel*. Powers once benign and helpful became dark, unholy magic, searing the soul and crushing hope. Hinsa did everything in his ability to restore *Merikel*'s purity, but he was unable to do so. With a heavy heart, he cast the blade into the deepest part of the ocean, praying Heironeous would guide a worthier hand to it. **(DC 18; Pious Redemption** or **Down the Dark Path)**

Despite being separated from Merikel by the planar boundaries, the greatsword was still tied intimately to the spirit of its fallen owner. As Merikel brooded in the Hells, slowly becoming more twisted and devilish, the blade mirrored his descent into evil. The tainted sword brooded at the bottom of the sea, becoming a dark reflection of its former form. Aquatic elves eventually found *Merikel*, brought the sword to the surface, and sold it to a weaponsmith in a coastal market. There, Garnaj, a blackguard dedicated to Hextor, stole the unholy blade. In Garnaj's hands, the last sparks of goodness in *Merikel* were all but extinguished. They might have been lost altogether had Garnaj not been slain by Hinsa's grandson Dremmik, a noble knight. Dremmik reclaimed his grandfather's sword and, guided by Heironeous's wisdom, embarked upon a quest to redeem *Merikel*. **(DC 25; Path of Hope** or **Path of Despair)**

Dremmik's pursuit of *Merikel*'s deliverance was cut short when Merikel himself, now a powerful lord in the Nine Hells, attacked the young paladin in a bid to reclaim the weapon that had once been his. Fallen solar and knight met in a clash of epic proportions, laying waste to vast areas of countryside. Though the battle was long and fierce, in the end Merikel slew Dremmik. The purity of the paladin's sacrifice, however, purged enough of the evil from the sword that Merikel was unable to carry the weapon away. Revolted, the fallen angel left *Merikel* with Dremmik's body and returned to the Nine Hells. The final fate of *Merikel* remains unknown, for when Dremmik's body was discovered, the sword was not with him. **(DC 31; Final Purification** or **Final Damnation)**

Illus. by W. England

TABLE 3–30: MERIKEL

Wielder Level	Personal Costs Attack Penalty	Save Penalty	Hit Point Loss	Abilities
5th	—	—	—	*Touch of grace* 3/day or *touch of fury* 1/day
6th	—	—	4	—
7th	—	—	—	Divine countenance (+2)
8th	—	–1	—	Bless or bane
9th	–1	—	2	—
10th	—	—	—	*+2 greatsword*
11th	—	—	—	Consecrate or desecrate
12th	—	—	2	—
13th	–2	—	—	—
14th	—	—	—	*+2 (holy or unholy) greatsword*
15th	—	—	2	—
16th	—	–2	—	*Summon archon* 1/day or *summon devil* 1/day
17th	—	—	—	*Circle of peace* or *circle of woe*
18th	—	–3	2	*+4 (holy or unholy) greatsword*
19th	—	—	2	—
20th	—	—	2	*Swift heal*

LEGACY RITUALS

Three rituals are required to unlock all the abilities of *Merikel*. The greatsword is a dual legacy weapon (see page 208), existing in a state of flux between good and evil. Thus, each ritual has two aspects. You must decide which of these to develop whenever you perform a legacy ritual. Your choice cannot be changed retroactively, but you can choose a different aspect when undertaking a new ritual.

Pious Redemption or **Down the Dark Path**: Pious Redemption requires you to perform an act of redemption, such as atoning for a personal sin or convincing a thief to leave behind her life of crime and put her talents to good use. To enact Down the Dark Path, you must perform a wicked act, such as deliberately breaking a promise made in good faith or convincing a new cleric to abandon his holy tenets and desert his faith. *Cost:* 4,500 gp. *Feat Granted:* Least Legacy (*Merikel*).

Path of Hope or **Path of Despair**: To perform Path of Hope, you must destroy an outsider servant of Hextor or another evil deity opposed to Heironeous. Path of Despair requires you to make contact with and slay a good-aligned outsider who serves Heironeous. You must face your chosen foe alone and use *Merikel* as your only weapon. *Cost:* 12,500 gp. *Feat Granted:* Lesser Legacy (*Merikel*).

Final Purification or **Final Damnation:** Final Purification requires you to travel to a church of Heironeous and bathe the sword in holy water blessed by the high priest there. To perform Final Damnation, you must dip *Merikel* into the poisonous water of the River Styx, whether by traveling to one of the lower planes through which the Styx runs, finding a wellspring on the Material Plane, or simply acquiring a container of the water. *Cost:* 40,500 gp. *Feat Granted:* Greater Legacy (*Merikel*).

WIELDER REQUIREMENTS

Blackguards, clerics, and paladins are most likely to use *Merikel*.

MERIKEL WIELDER REQUIREMENTS

Ability to cast 1st-level divine spells
Base attack bonus +3

LEGACY ITEM ABILITIES

All the following are legacy item abilities of *Merikel*.

Dual Legacy Properties: At each level where two abilities are listed on the table, you gain the ability associated with the ritual path you're following but not the other ability. The first ability listed is associated with the good path of rituals, while the second is associated with the evil path. If you change paths midstream, all abilities change to match your new outlook.

For example, if Amri performs the Pious Redemption ritual to acquire Least Legacy (*Merikel*), *Merikel* acquires the *touch of grace* and bless abilities over the next several levels. If she subsequently performs Path of Despair to acquire Lesser Legacy (*Merikel*), the least abilities are replaced by *touch of fury* and bane, respectively, and any lesser abilities come from the evil path.

Touch of Grace (Sp): At 5th level and higher, three times per day you can use *cure light wounds* as the spell by touching the item to the creature to be healed (including yourself) and speaking a command word.

The save DC is 11, or 11 + your Charisma modifier, whichever is higher. Caster level 5th.

Touch of Fury (Sp): Starting at 5th level, once per day on command, you can use *inflict moderate wounds* as the spell. The save DC is 13, or 12 + your Charisma modifier, whichever is higher. Caster level 7th.

Divine Countenance (Su): At 7th level, you gain a +2 enhancement bonus to Charisma.

Bless (Su): At 8th level and higher, *Merikel* is the center of a constant *bless* spell. Caster level 5th.

Bane (Su): Beginning at 8th level, *Merikel* is the center of a constant *bane* spell. The save DC is 11, or 11 + your Charisma modifier, whichever is higher. Any enemy who successfully saves is immune to this ability for 24 hours. Caster level 5th.

Consecrate (Su): When you attain 11th level, *Merikel* is the center of a continual *consecrate* spell. Caster level 10th.

Desecrate (Su): At 11th level and higher, *Merikel* is the center of a continual *desecrate* spell. Caster level 10th.

Summon Archon (Sp): Beginning at 16th level, once per day on command, you can use *summon monster V* as the spell, but only to summon a hound archon. Caster level 9th.

Summon Devil (Sp): At 16th level and higher, once per day on command, you can use *summon monster V* as the spell, but only to summon a bearded devil. Caster level 9th.

Circle of Peace (Sp): Starting at 17th level, two times per day on command, you can use *mass cure light wounds* as the spell.

Circle of Woe (Sp): Starting at 17th level, two times per day on command, you can use *mass inflict light wounds* as the spell. The save DC is 17, or 15 + your Charisma modifier, whichever is higher. Caster level 15th.

Swift Heal (Sp): At 20th level and higher, once per day as a swift action while holding, wearing, or wielding *Merikel*, you can recover hit points as if from the more beneficial form of either a *heal* spell or a *harm* spell. Caster level 17th.

ADVENTURE SEED (EL 4)

While camping in the wilderness one night, a particularly religious party member receives a prophetic dream, revealing an angel battling a man who resembles depictions of Heironeous. Finally, the angel is felled and thrown down into the Hells. A sword the fallen one carries plummets separately, landing on the Material Plane. The dreamer recognizes the site shown in the dream as an old, ruined temple of Heironeous just a day's ride to the north. When the PCs go to investigate the temple, a forbidding hound archon attempts to block the way. The archon does not use lethal force unless attacked with the same. If the PCs overcome it, or convince it to let them proceed with a DC 25 Diplomacy or Bluff check, they can enter the ruined church.

However, without the archon's knowledge, a party of gnolls found a hidden way into the cathedral. While the archon guards the front doors, the gnolls come and go freely through the rear. They have set up a camp within the cathedral and must be dealt with before anyone can claim *Merikel*.

Hound Archon: hp 33 (see page 17 of the *Monster Manual*).

Gnolls (4): hp 11 each (see page 130 of the *Monster Manual*).

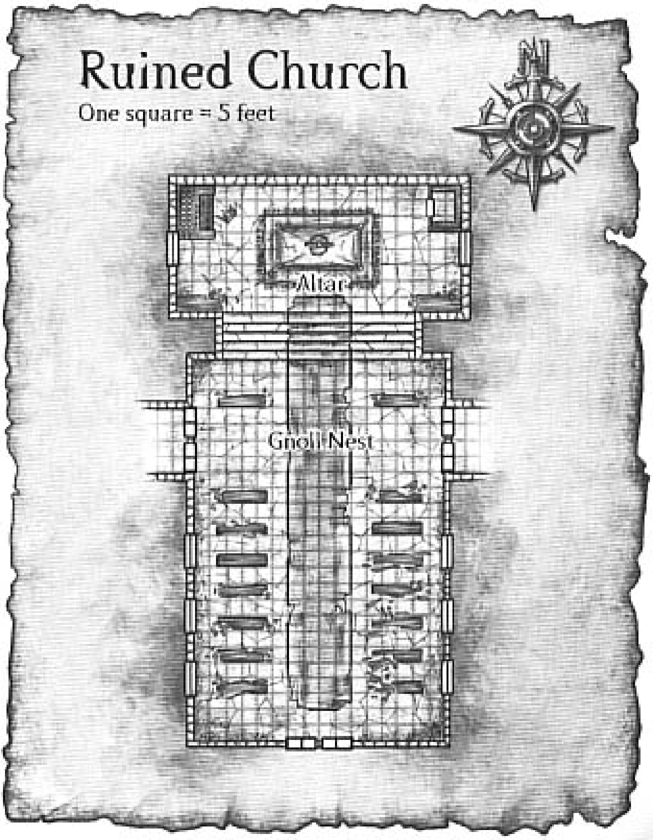
Ruined Church

Gnoll Nest

The gnolls camp in the nave of the ruined church. They are on guard against intruders.

Altar

This altar contains an elaborate design that *Merikel* is actually part of, hiding it from easy recognition. A DC 21 Search check reveals the sword as a separate element, and a DC 18 Strength check pulls it free.



MINDSPLINTER

Mindsplinter is a steel morningstar, the spiked head of which is fashioned to resemble the face of demon screaming upward.

Nonlegacy Game Statistics: *+1 morningstar*; Cost 2,308 gp. *Mindsplinter* grants you a +1 resistance bonus on saves against sonic attacks.

Omen: When you wield the weapon in battle, it emits a high-pitched sound that is inaudible to humanoids but disturbing to animals that have acute hearing.

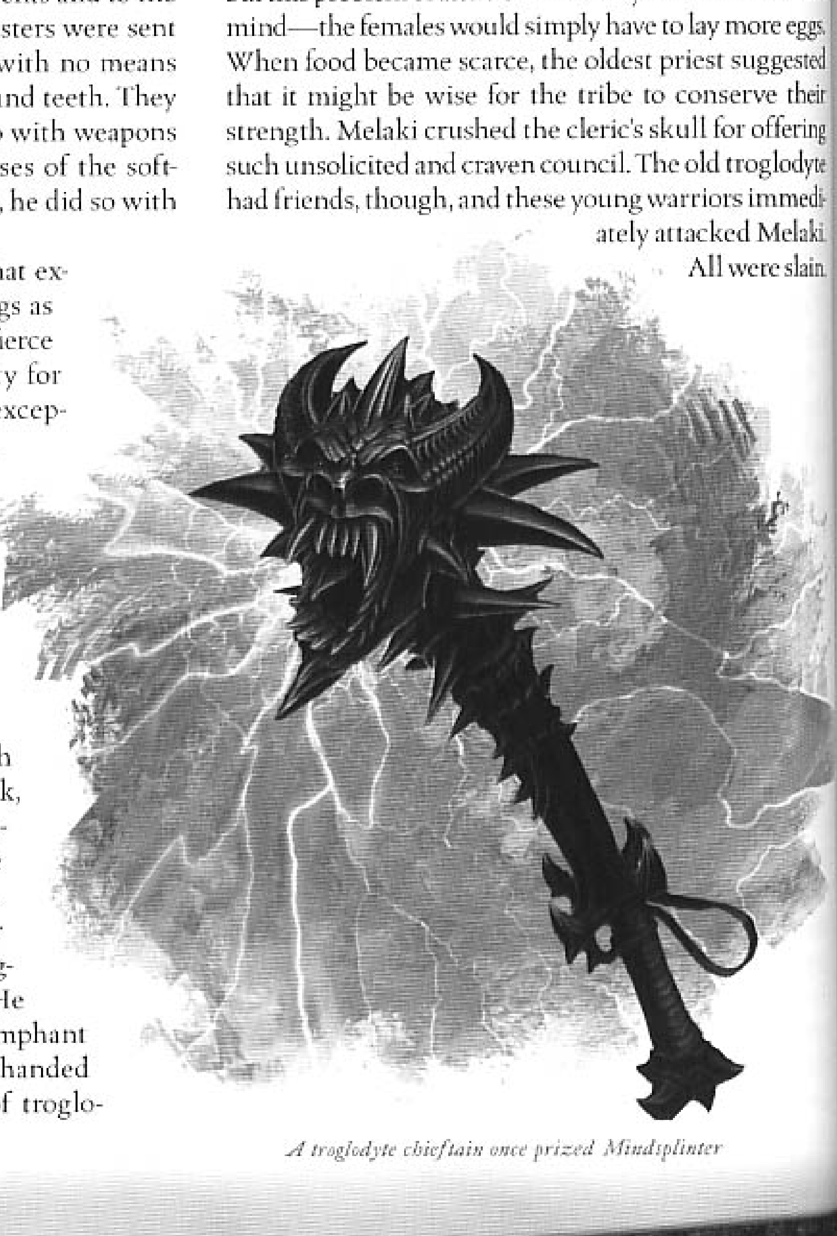
HISTORY

Melaki was born to troglodytes that had high expectations for each of their hatchlings. He and his siblings would not grow up simply to defend their people—they would become their tribe's mightiest members. One of them would rise to be chief. To prove their strength both to their parents and to the tribe, Melaki, his brothers, and his sisters were sent to the surface at the age of culling, with no means of protection other than their claws and teeth. They were not to return unless they did so with weapons forged of steel, taken from the corpses of the softskins. When Melaki finally returned, he did so with *Mindsplinter*. **(DC 15)**

On the surface, any playfulness that existed between Melaki and his siblings as hatchlings was gone. They were now fierce rivals out to pursue any opportunity for tribal advancement. Melaki was no exception. He shadowed his eldest brother, the strongest and first to hatch, watching as he clawed his way through a camp of sleeping humans. After half of them were dead, the remaining two roused themselves to fight. Still unbalanced and surprised, the humans perished quickly, but not before one stabbed the attacking troglodyte with a spear. At that instant, Melaki struck, picking up one of the dropped weapons and murdering his brother while the elder was still catching his breath. Melaki collected all the metal armor and weapons, keeping the morningstar he had picked up for himself. He dragged everything home to a triumphant welcome. His was the best single-handed gathering of steel in generations of troglodytes. **(DC 20; Nothing Personal)**

Melaki had his pick of mates, so he chose the strongest and most attractive female among his people. The tribe agreed. The two were suited to each other. Melaki was being groomed by the priests of Laogzed to become the next chieftain, but his rite of passage required yet another ritual. Before Melaki could ascend to the role of tribal leader, the existing chieftain, his father, had to flee or be defeated in combat. The young would-be chieftain did not intend to let his father decide which course to take. He attacked. Cruelly, Melaki played with his sire for the better part of an hour, finally allowing *Mindsplinter* to do what it did best. **(DC 25; Unseat the Highest)**

Melaki felt his troglodytes had grown complacent underground, so he frequently pushed them into combat even when resources were low. The acquisitions of steel were great and casualties commensurately high, but this problem of attrition was easily solved in Melaki's mind—the females would simply have to lay more eggs. When food became scarce, the oldest priest suggested that it might be wise for the tribe to conserve their strength. Melaki crushed the cleric's skull for offering such unsolicited and craven council. The old troglodyte had friends, though, and these young warriors immediately attacked Melaki. All were slain.



A troglodyte chieftain once prized Mindsplinter

Illus. by M. Phillippi

TABLE 3–31: MINDSPLINTER

Wielder Level	Personal Costs Attack Penalty	Reflex Save Penalty	Hit Point Loss	Abilities
5th	—	—	—	Bleak future
6th	–1	—	—	Virtue denied 1/day
7th	—	–1	2	—
8th	—	—	2	*+2 morningstar*
9th	—	–2	—	*Kiss of death* 2/day
10th	—	—	2	Futile struggle
11th	—	—	—	*+3 morningstar*
12th	–2	—	—	—
13th	—	—	—	—
14th	—	—	2	*Battle shriek* 1/day
15th	—	–3	—	—
16th	—	—	2	*+4 thundering morningstar*
17th	—	—	—	*Fierce battle shriek* 1/day
18th	–3	—	—	—
19th	—	—	—	—
20th	—	–4	—	Ruinous howl 1/day

Even united, the group was no match for Melaki and *Mindsplinter.* Melaki then ordered the raids to stop so the tribe could conserve their strength. The priest had died for nothing. The remaining troglodytes were angry, but they bided their time. One day, scouts returned from a mission with news of a poorly defended adamantine mine. Melaki led the raid. Always greedy for rare metals, he charged headlong into the entranceway and quickly found himself alone. Before he realized what was happening, his treacherous lieutenants pulled out the rigged support beams and collapsed the cave on their chieftain, burying him with his morningstar. **(DC 30; Serve No Other)**

LEGACY RITUALS

Three rituals are required to unlock all the abilities of *Mindsplinter.*

Nothing Personal: You have to steal an item worth 1,000 gp from a close friend, relative, or compatriot. *Cost:* 4,500 gp (which includes the value of the stolen item). *Feat Granted:* Least Legacy (*Mindsplinter*).

Unseat the Highest: You are required to remove a relative, friend, or comrade from a position of power by attacking that person with *Mindsplinter.* Although killing is not required, it is the usual outcome. *Cost:* 13,000 gp. *Feat Granted:* Lesser Legacy (*Mindsplinter*).

Serve No Other: You must reject all forms of challenge to your authority, never accepting or seeking the council of others. Each time you fail to act in a manner required by this pledge, you lose the two highest-level abilities of *Mindsplinter* for one day. *Cost:* 40,000 gp. *Feat Granted:* Greater Legacy (*Mindsplinter*).

WIELDER REQUIREMENTS

The wielders of *Mindsplinter* are usually evil clerics or blackguards, although barbarians, fighters, rangers, or rogues are equally capable of meeting the weapon's prerequisites.

MINDSPLINTER WIELDER REQUIREMENTS

Base attack bonus +2
Speak Language (Draconic)
Any nongood alignment

LEGACY ITEM ABILITIES

All the following are legacy item abilities of *Mindsplinter.*

Bleak Future (Su): At 5th level and higher, when you successfully strike an opponent with *Mindsplinter,* that opponent becomes shaken, as with the *doom* spell, for 1 round. The effects of successive strikes in the same round are not cumulative. The save DC is 11, or 11 + your Charisma modifier, whichever is higher. Caster level 5th.

Virtue Denied (Su): Starting at 6th level, once per day as an immediate action, you can ward yourself against mental control or possession, as per the secondary effect of the *protection from good* spell. Caster level 5th.

Kiss of Death (Sp): At 9th level and higher, two times per day on command, you can use *death knell* as the spell. The save DC is 13, or 12 + your Charisma modifier, whichever is higher. If the spell is successful, the DC of *Mindsplinter*'s legacy abilities increases by 2 for the duration of the *death knell* effect. Caster level 5th.

Futile Struggle (Su): Beginning at 10th level, when you successfully damage an opponent with

Mindsplinter, that enemy is affected as if by the *cause fear* spell. The save DC is 11, or 11 + your Charisma modifier, whichever is higher. Caster level 5th.

Battle Shriek (Sp): At 14th level and higher, once per day on command, you can use *shout* as the spell. *Mindsplinter* emits the piercing shriek from its demonic head. The save DC is 16, or 14 + your Charisma modifier, whichever is higher. Caster level 11th.

Fierce Battle Shriek (Sp): Starting at 17th level, the battle shriek ability of *Mindsplinter* improves, allowing you to instead use *greater shout* as the spell. The save DC is 22, or 18 + your Charisma modifier, whichever is higher. Caster level 15th.

Ruinous Howl (Su): At 20th level and higher, once per day, you can cause the mind of a creature struck by *Mindsplinter* to fill with a terrible scream. The effect is that of a *wail of the banshee* spell, except only the struck target is affected. Further, you must declare you are using this feature before making the attack roll—the use is wasted for the day if you miss. The save DC is 23, or 19 + your Charisma modifier, whichever is higher. Caster level 20th.

ADVENTURE SEED (EL 8)

A duergar named Xurg has made an abandoned mine his home. In the process of retrofitting the shafts and chambers with the help of animated skeletons, Xurg unearthed the remains of a troglodyte near the entrance. Still clutched in the corpse's bony hands was a magic morningstar. The duergar cleric had heard underworld tales of a troglodyte chieftain who wielded such a bludgeon, and he therefore studied the morningstar further. He subsequently awakened *Mindsplinter* and now carries the morningstar as his personal weapon.

Xurg brooks no intrusion on his private abode, killing any and all who trespass. The troglodyte skeleton always attends the duergar cleric. Six other skeletons guard Xurg's altar, a fixture he casts *desecrate* upon if he gets a chance.

XURG — CR 6

Male duergar cleric 5
LE Medium humanoid (dwarf)
Init –1; **Senses** darkvision 120 ft., Listen +4, Spot +4
Languages Common, Draconic, Dwarven, Undercommon

AC 18, touch 9, flat-footed 18; +4 AC against giants
hp 36 (5 HD)
Immune paralysis, phantasms, poison
Resist +2 on saves against spells and spell-like effects, +1 on saves against sonic attacks, stability (+4 against bull rush and trip)
Fort +6, **Ref** +0, **Will** +7
Weakness light sensitivity

Speed 20 ft. (4 squares)
Melee *Mindsplinter* +5 (1d8+2) or
Ranged mwk light crossbow +3 (1d8/19–20)
Base Atk +3; **Grp** +4
Special Actions bleak future, death touch 1/day (5d6), rebuke earth creatures 3/day (+0, 2d6+5, 5th), rebuke undead 7/day (+2, 2d6+6, 5th), spontaneous casting (*inflict* spells), turn air creatures 3/day (+0, 2d5+5, 5th)
Combat Gear 2 *potions of cure moderate wounds*, 3 vials of unholy water
Cleric Spells Prepared (CL 5th):
3rd—*animate dead*ᴰ (CL 6th), *bestow curse* (+4 melee touch; DC 16), *dispel magic*
2nd—*bull's strength* (DC 15), *desecrate*ᴰ (CL 6th), *hold person* (DC 15), *spiritual weapon*
1st—*cause fear*ᴰ (DC 14), *command* (DC 14), *sanctuary* (DC 14), *shield of faith*
0—*detect magic, guidance, read magic, resistance, virtue*
D: Domain spell. Domains: Death , Evil.
Spell-Like Abilities (CL 10th, self only):
1/day—*enlarge person, invisibility*

Abilities Str 13, Dex 8, Con 14, Int 10, Wis 16, Cha 10
Feats Extra Turning, Least Legacy (*Mindsplinter*)ᴮ, Weapon Focus (morningstar)
Skills Concentration +6, Craft (stonemasonry) +4, Knowledge (religion) +5, Listen +4, Move Silently +0, Profession (miner) +6, Speak Language (Draconic), Spot +4
Possessions combat gear plus masterwork breastplate, *+2 heavy steel shield, Mindsplinter*, masterwork light crossbow with 20 bolts, masterwork dagger, silver unholy symbol, 5 lb. silver dust, 4 black onyxes (25 gp each)

Bleak Future (Su) Opponents struck by *Mindsplinter* must make a DC 11 Will save or be subject to the *doom* spell for 1 round.
Light Sensitivity Dazzled in bright sunlight or within the radius of a *daylight* spell.

MELAKI'S SKELETON — CR 1

NE Medium undead
Init +4; **Senses** darkvision 60 ft., Listen +0, Spot +0

AC 13, touch 11, flat-footed 12
hp 13 (2 HD); **DR** 5/bludgeoning
Immune undead immunities
Fort +0, **Ref** +1, **Will** +3

Speed 30 ft. (6 squares)
Melee 2 claws +4 (1d4+3) and bite –1 (1d4+1)
Base Atk +1; **Grp** +4

Abilities Str 16, Dex 12, Con —, Int —, Wis 10, Cha 1
Feats Improved Initiative

Human Warrior Skeletons (6): hp 6 each (see page 226 of the *Monster Manual*).

Dark Temple

Skeletons

The human warrior skeletons remain in these alcoves until directed into combat by Xurg.

Troglodyte Skeleton

The animated remains of Melaki, this skeleton serves Xurg as a personal bodyguard and never leaves the cleric's side.

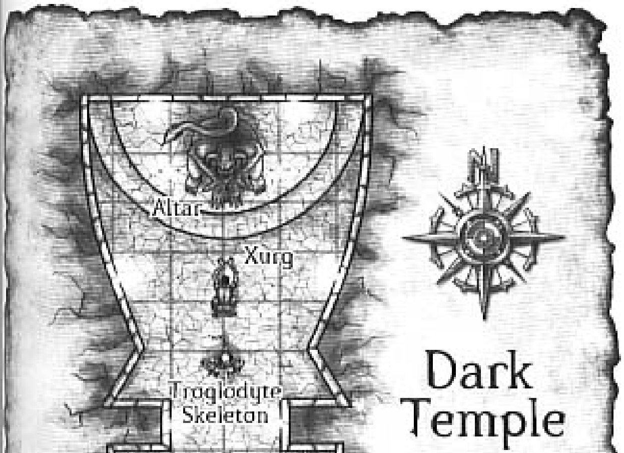
Altar

Xurg spends most of his time in prayer and meditation here while Melaki's skeleton watches over him.

Mindsplinter in Eberron

The troglodyte tribe that birthed Melaki, and that he came to dominate, can still exist in the monstrous nation of Droaam. This hag-ruled region has little central authority beyond the required tribute, and individual warlords are the de facto government among its monstrous and primitive peoples. In such an environment, *Mindsplinter* might be the glue that held together a troglodyte subnation within Droaam. Now that the morningstar has been lost, the tyranny of Melaki has ended—but so has the cohesion of the troglodytes, making them prey for aggressive neighboring groups such as rogue harpy flights or the expanding empire of Tzaryan Rrac's ogres. The trogs now wish to reclaim the legacy weapon, but its whereabouts are unknown; the collapsed mine shaft was excavated and looted. Instead of Xurg and his skeletal retinue, a new owner wields *Mindsplinter.*

Another possibility is that *Mindsplinter*'s legacy of betrayal has brought it to the Mournland. Xurg found the morningstar in an abandoned mine, but instead of staying there, the duergar priest decided to cast his lot with the Blood of Vol and the Order of the Emerald Claw. He established a hidden temple within Karrnath as part of Vol's bargain with Kaius I. The morningstar went into battle during the Last War, and when Cyre vanished on the Day of Mourning, the legacy weapon did as well. Now various scavenger companies are searching for *Mindsplinter,* chief among them Ikar's Salvage. Ikar the Black expects a generous reward from his masters in the Emerald Claw should he recover the storied morningstar.



Mindsplinter in Faerûn

Among the warring factions of Toril's Underdark, troglodytes often serve as mercenaries and shock troops. Though they are useful in this role, no one likes or trusts the disgusting reptilians. The feeling is mutual—troglodytes serve only as long as they are well fed, and they might turn on their employers at any moment. Within this setting, *Mindsplinter* can be the focus of a struggle to prevent the troglodytes from becoming a more organized and powerful force.

Alternatively, Xurg might be a renegade runescribe of Laduguer who left the halls of his native Drik Hargunen to establish a realm more to his taste. (For more about the duergar city of Drik Hargunen, the Runescribed Halls, see *Underdark,* page 143.) Having excavated Melaki's resting place and acquiring *Mindsplinter,* Xurg believes himself able to work toward that goal. The runescribes of the city are aware of the renegade and wish to put an end to his plans, but their weak standing army and reclusive ways make military action infeasible. The city might hire adventurers to do the dirty work of rooting out the threat.

NOTCHED SPEAR

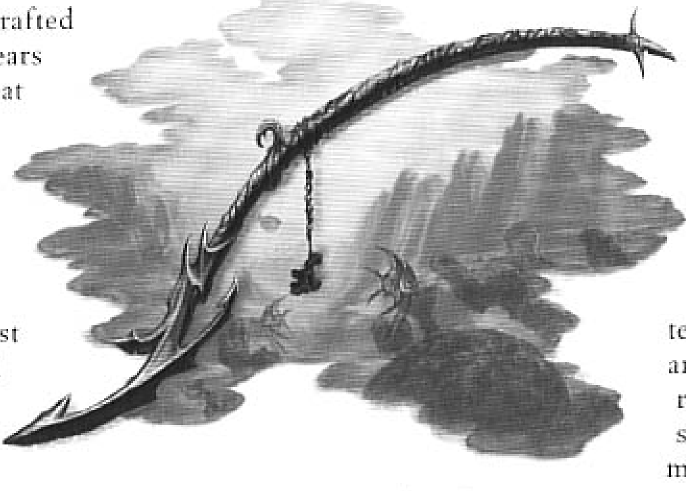
This wickedly barbed longspear is carved out of a solid piece of bone. It's decorated with coral, pearls, and sapphires. Flowing Aquan script runs the length of the spear, detailing its history and wielders stretching back thousands of years.

Nonlegacy Game Statistics: *+1 longspear;* Cost 2,305 gp. When set against a charge, *Notched Spear* deals an extra 1d6 points of damage on a successful attack against a charging creature (on top of the normal double damage).

Omen: While you grip *Notched Spear*'s haft, you can always hear the sound of the ocean.

HISTORY

The *Notched Spear* was crafted many thousands of years ago for one of the great triton princes of the Elemental Plane of Water. Carved from a single rib of an enormous sea serpent, the spear was powerfully ensorcelled against the tritons' traditional enemies—the sahuagin. The spear was lost sometime after the majority of tritons migrated to the Material Plane, and it is now mentioned only in the legends and stories of that aquatic people. **(DC 15)**



The Notched Spear was first forged for a great triton prince of the Elemental Plane of Water

Illus. by M. Phillippi

A year ago, seers in many coastal towns and port cities began to experience a singular vision in their dreams—a long, barbed spear carved out of bone, resting on the ocean floor amid a bed of waving seaweed. A voice in their heads then spoke in Aquan, saying, "The worthy shall be rewarded, and the many-toothed destroyed." Those who recognized the spear as the *Notched Spear* of triton legend said the vision heralded the imminent defeat of the sahuagin and their evil allies below the waves. Most uniquely, the word for "worthy" used by the divine voice carries the connotation of a nontriton that has proven itself to the triton community. Some sages argue that the one destined to carry the *Notched Spear* will be an air breather, a highly controversial (and to some tritons, offensive) idea. **(DC 18; Touch of the Sea Gods)**

Five centuries ago, the ravages of a tremendous, fiendish shark destroyed the legendary city of Klordatha, a place where merfolk and tritons once dwelt together. Sahuagin priestesses of Sekolah summoned the creature from the black depths of the infernal planes. At the city's last stand, its ruler and founder, the triton hero Oceaneid, bore the *Notched Spear* into battle against the great shark-fiend. The clash lasted for three tides. In the end, the shark swallowed Oceaneid whole even as the triton's spear pierced its gullet and killed it. The monster's carcass, along with the body of the king and his legendary weapon, was cast into the deepest rift in the ocean, the bottom of which not even the tritons have seen. **(DC 25; Pierce the Unholy Devourer)**

The *Notched Spear* was seized as a trophy by a sahuagin warlord during one of the first battles between the tritons and sahuagin after the tritons' migration to the Material Plane. *Notched Spear*'s loss was a terrible blow to the tritons, and many of their great heroes gave their lives in the search for it. After the roll of many years, a cunning rogue named Oceaneid took a small band of tritons and merfolk into the dark grottoes and blasphemous temples of the sea devils. At great cost to the party, Oceaneid and the merfolk bard Iara escaped, bearing with them the legendary *Notched Spear*. The pair received many honors for their deed. Some years later, they founded the first communal settlement inhabited by both their races. That town became the city of Klordatha. **(DC 31; Unity of the Waters)**

LEGACY RITUALS

Three rituals are required to unlock all the abilities of *Notched Spear.*

Touch of the Sea Gods: Recovering the *Notched Spear* from its resting place on the sea bottom is an impressive feat, but you must also spend an entire day meditating and praying in a temple dedicated to a god of the sea. *Cost:* 4,000 gp. *Feat Granted:* Least Legacy (*Notched Spear*).

Pierce the Unholy Devourer: Alone, you are required to engage a fiendish dire shark in combat

TABLE 3–32: NOTCHED SPEAR

Wielder Level	Personal Costs Skill Check Penalty	Hit Point Loss	Abilities
5th	—	—	Parliament of fishes
6th	—	2	*Concealment of the kraken* 3/day
7th	–1	—	—
8th	—	2	*+1 monstrous humanoid bane longspear*
9th	—	2	—
10th	—	2	*+2 monstrous humanoid bane longspear*
11th	—	—	Breath of the triton
12th	—	2	—
13th	–2	—	*+3 monstrous humanoid bane longspear*
14th	—	2	*Scion of the sea* 1/day
15th	—	—	—
16th	—	2	*+4 monstrous humanoid bane longspear*
17th	—	—	Paths of the tides
18th	–3	2	—
19th	—	2	*Command the sea children* 3/day
20th	—	2	*+5 monstrous humanoid bane longspear*

to the death, using only the *Notched Spear*. Survival is not necessary to succeed. *Cost:* 13,500 gp. *Feat Granted:* Lesser Legacy (*Notched Spear*).

Unity of the Waters: You have to spend one month living entirely below the sea. During this month, you must make peaceful contact with at least two nonevil aquatic races (tritons and merfolk are the traditional choices) and gain at least one rank in the Survival skill to represent learning the ways of the undersea wilderness. *Cost:* 38,000 gp. *Feat Granted:* Greater Legacy (*Notched Spear*).

WIELDER REQUIREMENTS

Fighters, rangers, and barbarians, especially those dwelling or adventuring in coastal areas or on ships, find *Notched Spear* most useful. Clerics with an affinity for the sea also seek to master *Notched Spear*.

NOTCHED SPEAR WIELDER REQUIREMENTS

Base attack bonus +3
Speak Language (Aquan)
Swim 2 ranks

LEGACY ITEM ABILITIES

All the following are legacy item abilities of *Notched Spear*.

Parliament of Fishes (Su): Beginning at 5th level, you can understand and converse with all aquatic animals as if constantly under the effect of a *speak with animals* spell. Caster level 5th.

Concealment of the Kraken (Sp): At 6th level and higher, three times per day on command, you can use *darkness* as the spell. This gloom takes the appearance of a roiling cloud of pitch-black ink, even if used on land. Caster level 3rd.

Breath of the Triton (Su): Starting at 11th level, you can breathe water freely, as if continually affected by a *water breathing* spell. Caster level 10th.

Scion of the Sea (Sp): At 14th level and higher, once per day on command, you can summon a Huge shark as if you had used a *summon nature's ally IV* spell. Caster level 10th.

Paths of the Tides (Su): Beginning at 17th level, you persistently gain the benefit of a *freedom of movement* spell. Caster level 15th.

Command the Sea Children (Sp): At 19th level and higher, three times per day on command, you can use *summon nature's ally IX* as the spell. You can summon only aquatic creatures. Caster level 20th.

ADVENTURE SEED (EL 6)

While traveling aboard a ship, the most psychically sensitive PC has a vivid dream of a spear lying on the ocean floor, half buried at the bottom of the dark deep. The dream also contains a voice speaking in a strange language. Upon waking, casual inspection of the seabed reveals the ship is directly over the location the character saw in the dream. Assuming they have the means and the desire to investigate the matter, the PCs find the site seen in the vision approximately 100 feet down on a seafloor predominantly made up of sand and shell. Unfortunately, they are not alone—a pair of Huge sharks prowls these waters, and they are quite hungry and aggressive.

Huge Sharks (2): hp 65, 76 (see page 279 of the *Monster Manual*).

PLANESHIFTER'S KNIFE

Planeshifter's Knife is a dagger with a spiral hilt and a broad, serrated blade that tapers to a sharp point.

Nonlegacy Game Statistics: *+1 dagger*; Cost 2,302 gp.

Omen: Whenever you set the dagger down, it immediately rights itself to balance on the tip of the blade, always at a 90-degree angle to any surface it touches, regardless of gravity. It begins spinning whenever an extraplanar creature is within 5 feet.

HISTORY

A young wizard named Arochius Kade, who consistently angered the Enclave of Mages, created *Planeshifter's Knife*. Arochius was frequently absent from the Enclave's parliaments and accused of being reclusive. He resented the Enclave of Mages, knowing full well that they existed only to keep track of and control powerful spellcasters. The benefits of membership, however, were undeniable—access to one of the world's largest thaumaturgic libraries guarded by vigilant shadow mastiffs. It was accountability that chafed Arochius. The Enclave knew exactly what their members were researching and guided them accordingly. For the youthful mage to break free of their influence, he would have to craft an object with potential surpassing his own power. **(DC 15)**

The Enclave of Mages controlled an information network that stretched across the continents. They introduced themselves to Arochius when his powers first increased beyond normal ken, having observed the mage through scrying devices. An offer of membership was extended, but the recruitment tactics more resembled those of a press gang. The message was clear—the Enclave did not tolerate independents. Arochius wasn't able to resist the Enclave at the time, but their library eventually revealed knowledge that might help him escape them. Once *Planeshifter's Knife* was complete, he showed the dagger to the Enclave. The members studied the weapon and agreed it was simply a tool for detecting extraplanar creatures. At the time, that was exactly right. **(DC 20; The First Ingredient)**

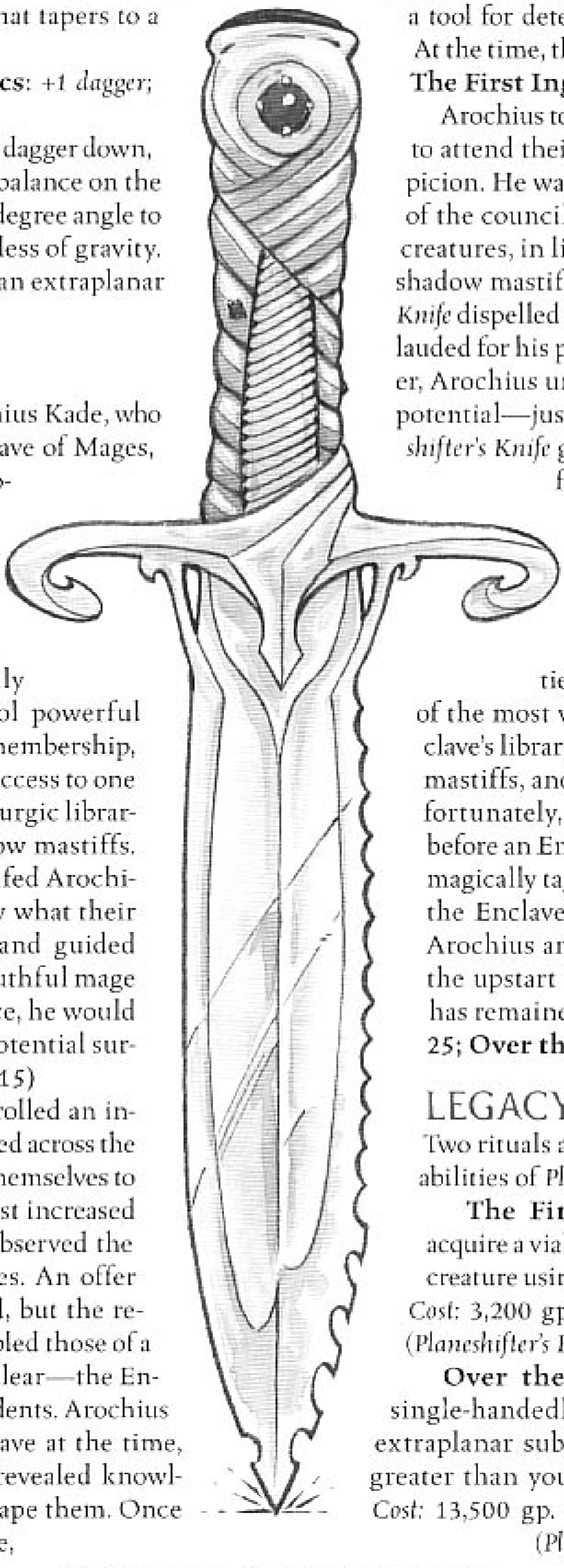
Arochius told the Enclave his reluctance to attend their gatherings was due to suspicion. He wanted to make sure that none of the council members were extraplanar creatures, in light of their extensive use of shadow mastiffs as guardians. *Planeshifter's Knife* dispelled such concerns. Arochius was lauded for his prudence. As he grew in power, Arochius unlocked the dagger's hidden potential—just as he had planned. *Planeshifter's Knife* gave him the ability to move from one plane of existence to another, but only after plunging the dagger into an extraplanar creature. He didn't hesitate to use the weapon's abilities. Arochius gathered some of the most valuable tomes from the Enclave's library, attacked one of the shadow mastiffs, and fled to another reality. Unfortunately, he arrived only seconds before an Enclave recovery team. Having magically tagged each one of their books, the Enclave had no difficulty tracking Arochius and little trouble dispatching the upstart where he stood. His dagger has remained in storage ever since. **(DC 25; Over the Threshold)**

LEGACY RITUALS

Two rituals are required to unlock all the abilities of *Planeshifter's Knife*.

The First Ingredient: You must acquire a vial of blood from an extraplanar creature using any means at your disposal. *Cost:* 3,200 gp. *Feat Granted:* Least Legacy (*Planeshifter's Knife*).

Over the Threshold: You have to single-handedly defeat a creature with the extraplanar subtype and a CR equal to or greater than your level (maximum CR 16). *Cost:* 13,500 gp. *Feat Granted:* Lesser Legacy (*Planeshifter's Knife*).



By spilling the blood of an outsider, Planeshifter's Knife can cut a path between worlds

Illus. by D. Crabapple

TABLE 3–33: PLANESHIFTER'S KNIFE

Wielder Level	Personal Costs: Save Penalty	Skill Check Penalty	Caster Level Penalty	Spell Slot Loss	Abilities
5th	—	—	—	—	Sense alien at will
6th	–1	—	—	1st	*Planesight* 5/day
7th	—	—	–1	—	—
8th	—	–1	—	2nd	—
9th	—	—	—	—	Reality slice
10th	—	—	—	3rd	*Unseen foe* 1/day
11th	—	—	—	—	—
12th	—	—	—	4th	Dancing
13th	—	—	–2	—	Planar cunning
14th	—	—	—	5th	—
15th	—	–2	—	—	—
16th	—	—	—	6th	Induce shift

WIELDER REQUIREMENTS

Most wielders of *Planeshifter's Knife* are clerics, sorcerers, or wizards, though bards and druids might also have an interest in extraplanar travel.

PLANESHIFTER'S KNIFE WIELDER REQUIREMENTS

Ability to cast 2nd-level spells
Knowledge (the planes) 2 ranks
Speak Language (one of Abyssal, Aquan, Auran, Celestial, Ignan, Infernal, or Terran)

LEGACY ITEM ABILITIES

All the following are legacy item abilities of *Planeshifter's Knife*.

Sense Alien (Su): At 5th level and higher, you can detect any creature with the extraplanar subtype within 60 feet at will, as if detecting an evil outsider with *detect evil*. Caster level 5th.

Planesight (Sp): Starting at 6th level, five times per day on command, you can use *see invisibility* as the spell. The duration of each use is only 10 minutes. Caster level 5th.

Reality Slice (Su): At 9th level and higher, once per day on command, you can use *Planeshifter's Knife* to cut a window in the fabric of reality that opens into an extradimensional space, as per the *rope trick* spell. Unlike *rope trick*, no rope dangles from the slash, but the opening is always visible to you. You can personally usher in other creatures. The aperture can be in any orientation, and those within the extradimensional space can do anything normally allowed by *rope trick* that does not require the associated rope. Caster level 10th.

Unseen Foe (Sp): Starting at 10th level, once per day on command, you can become imperceptible to extraplanar creatures for 50 minutes. This ability functions like *hide from undead*, except that it affects creatures with the extraplanar subtype instead of undead. Caster level 5th.

Dancing (Su): Once you reach 12th level, *Planeshifter's Knife* can be loosed to attack on its own two times per day. Treat this as if the weapon had the dancing magic weapon ability (page 224 of the *Dungeon Master's Guide*).

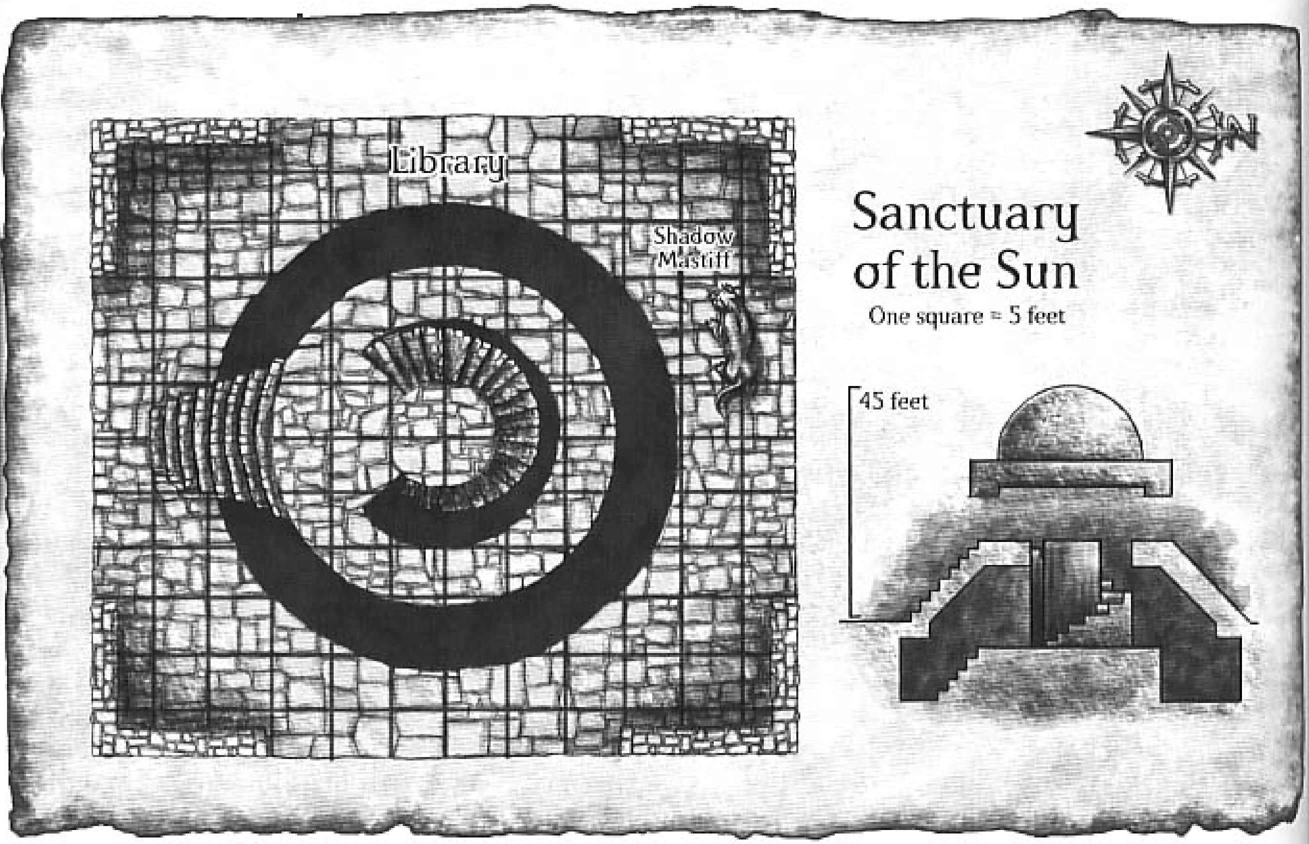
Planar Cunning (Su): At 13th level and higher, you are never considered flat-footed against the attacks of extraplanar creatures, so long as you hold *Planeshifter's Knife*.

Induce Shift (Su): Beginning at 16th level, whenever you use *Planeshifter's Knife* to hit an extraplanar creature (other than you), you can instantaneously move to another plane of your choice, as per the *plane shift* spell. Caster level 13th.

ADVENTURE SEED (EL 5)

Hidden beneath the ruins of an old temple is a library untouched for almost a century—the same library Arochius Kade once burgled. If a means can be found to open the passageway that leads below, the PCs can discover a wealth of knowledge, along with *Planeshifter's Knife*, in a secluded chamber. Opening the tunnel, however, awakens a shadow mastiff from a magically induced stasis. Should the Enclave of Mages return to find their cache of scrolls plundered, they seek out the parties responsible.

Shadow Mastiff: hp 30 (see page 222 of the *Monster Manual*).



Sanctuary of the Sun

This temple is an open structure with a hemispherical roof supported on square brackets. The grounds of the ancient temple are overgrown with trees and brush, casting deep shadows over the building.

A sun pattern is worked in stone on the uppermost floor. This is actually the opening device for a hidden stairway. Someone wishing to enter must stand on the pattern while it is entirely covered by sunlight. The overgrowth surrounding this temple prevents this, but the same effect can be achieved with a *daylight* spell.

When the stairs are activated, they drop away into a recess that leads down into the library. The stairs withdraw again after 10 minutes unless a pattern in the bottom step is pressed, resetting them for another 10 minutes.

Library

This chamber is airtight and has preserved its contents perfectly. Shelves line the walls, all covered with valuable tomes and scrolls. One of the codices has been hollowed out to serve as a secret container for *Planeshifter's Knife*. Although the weapon is cunningly hidden, the book's shape is slightly deformed by this operation and can be noticed with a DC 27 Spot check. Otherwise only a careful search of the library can locate it. The Search DC is 20, and taking 20 automatically reveals the hollow book.

Shadow Mastiff

The creature wakes from stasis as soon as the stairs are activated. It lurks in a shadowed area and waits for an opportune moment to attack. Its usual tactic is to wait until all party members have entered or until one of the PCs is about to discover its location, then it lets loose with a chilling howl to panic the interlopers. Those who do not flee are its first targets.

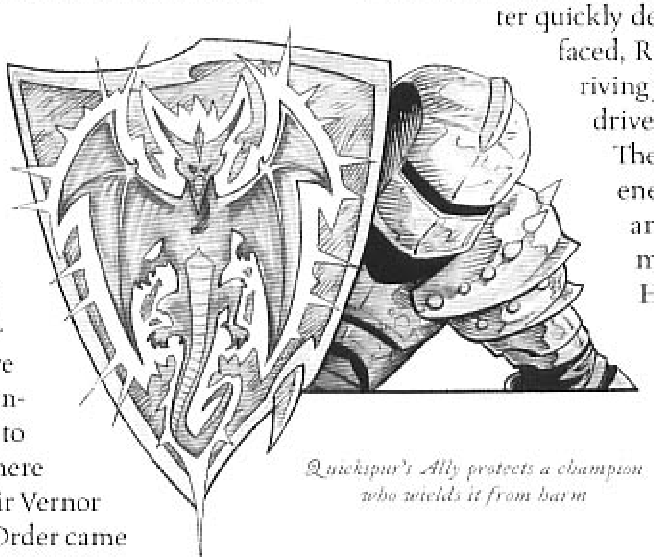
The Enclave of Mages has magically attuned the creature to *Planeshifter's Knife*. It is of only dim intelligence, but it is an outsider and has a simple understanding of the weapon's danger. If one of the party members discovers the blade and removes it from the book, that character becomes the overriding target of the shadow mastiff's attack.

QUICKSPUR'S ALLY

Quickspur's Ally is a steel kite shield completely devoid of any coat of arms or identifying standard. The surface of the shield is pristine and seamless.

Nonlegacy Game Statistics: *+1 heavy steel shield*; Cost 1,170 gp. While wearing *Quickspur's Ally*, you can guide a mount with your knees without making a Ride check.

Omen: The shield's outer surface displays a beautifully rendered image that shifts to match your coat of arms or the coat of arms of whomever else wields it. If you have no coat of arms, the shield becomes blank.



Quickspur's Ally protects a champion who wields it from harm

Illus. by D. Crabapple

HISTORY

Rendal Feydrian did what he was raised to do—he served the knight to whom he had been indebted by his father. Rendal's parents were waylaid on the road by bandits, who were prepared to slit the father's throat for mere silver. That's when young Sir Vernor Arceldyn of the Celestial Order came upon them by chance, drew his sword, and drove the robbers away. Arceldyn was in need of a place to sleep for that evening, and Rendal's father insisted the warrior stay at their woodcutter's cottage. The knight agreed, lodging there for two days. So pleasant was the visit for all parties concerned that Sir Vernor returned to the tiny house regularly thereafter for brief visits, enjoying the calmness of rural existence. Rendal was born during these times, before his two younger siblings, but he was the only one raised with expectations for becoming more than a woodcutter. When Rendal came of age, Sir Vernor took the boy as a squire. **(DC 15)**

Rendal fulfilled the role of squire as though born to it, cheerfully mucking stables, currying horses, and setting up campsites. No duty was too menial. The boy also excelled at riding, sword fighting, and lancing quintains. He grew strong and hale, his hard work and industrious nature making him an ideal squire. While no covetous bone existed in Rendal's body, the boy was always fascinated by Sir Vernor's magic shield. Whenever the knight strapped the shield to his arm, the Arceldyn family crest magically appeared on its surface. Sir Vernor told Rendal this minor magic changed the coat of arms depending on the wearer's lineage. **(DC 20; Working Hands)**

When Sir Vernor rode into battle, Rendal rode alongside him, fighting all the same opponents and dispatching them in stride. The two fought as a team, knowing each other's blind spots and guarding them perfectly. During one conflict, Sir Vernor rode ahead of his squire, driven by an eagerness to see the skirmish won. Rendal was still tied up with two opponents when he noticed several spearmen surrounding his mentor. The attackers had underestimated Rendal. After quickly defeating the two soldiers he faced, Rendal rode after Vernor, arriving just in time to see the knight driven through by many pikes. The squire trampled some of the enemy spearmen under hoof and cleaved through the remaining ones with his sword. He then rushed to his tutor's side. "Wear my shield," Vernor Arceldyn breathed as his last words. With no time to think, Rendal did as he was told. The shield erupted with eldritch power as the family crest of the Arceldyns emblazoned itself on the surface. **(DC 25; Family Bearing)**

Rendal had grown up never questioning why Sir Vernor visited his house in the forest, nor why the knight extended so many kindnesses to the peasant family. He always stayed for dinner, talked about the latest campaign, spent the night, and departed a few days later, leaving many pieces of gold behind. Rendal never knew his father and mother had tried to conceive for many years without success. When Sir Vernor agreed to stay with the couple that first evening after saving their lives, Rendal's father and mother spoke to Vernor at length about their inability to have children—Rendal's father had suffered a terrible wound earlier in his life. In the end, they asked Sir Arceldyn if he might be of service. The knight, caring little for the pompous women of the baronial court, agreed to help father a child, with one provision—the first boy child would become his squire. These realizations flooded into Rendal as he finished the battle with his blood father's shield, bludgeoning his enemy into submission. Sir Vernor Arceldyn of the Celestial Order had left instructions for his squire to be knighted upon his death. Rendal thusly gained his spurs. So

TABLE 3–34: QUICKSPUR'S ALLY

	Personal Costs			
Wielder Level	Attack Penalty	Save Penalty	Hit Point Loss	Abilities
5th	—	—	—	*+1 bashing shield (+1 weapon)*
6th	—	—	4	Quickspur
7th	—	—	—	—
8th	—	–1	—	*+2 bashing shield (+1 weapon)*
9th	–1	—	2	Painless spur
10th	—	—	—	*Arrowblight* 1/day
11th	—	—	—	*+2 bashing shield (+2 weapon), resist fire* 1/day
12th	—	—	2	Shielded mount
13th	–2	—	—	*+3 bashing shield (+2 weapon)*
14th	—	—	—	—
15th	—	—	2	*+3 bashing shield (+3 weapon)*
16th	—	–2	—	*Phantom steed* 1/day
17th	—	—	—	*+4 bashing shield (+4 weapon)*
18th	—	–3	2	*Weaponbend* 3/day
19th	—	—	2	*+5 bashing shield (+5 weapon)*
20th	—	—	2	*Stoneguard* 1/day

masterful and swift in the saddle was Sir Rendal, he gained the nickname Quickspur. In time, Sir Rendal "Quickspur" Arceldyn awakened all his shield's abilities while forging a domain of his own. His peasant parents and siblings lived in comfort ever after. (**DC 30; Humble Origins**)

LEGACY RITUALS

Three rituals are required to unlock all the abilities of *Quickspur's Ally*.

Working Hands: You must acquire 5 ranks (or 5 additional ranks) in a Craft or Profession skill. These ranks can be taken at any rate you choose, so long as you have them all by 8th level. You must also have a hostel built on a road frequently used by peasant travelers (included in the cost of this ritual). *Cost:* 2,500 gp. *Feat Granted:* Least Legacy (*Quickspur's Ally*).

Family Bearing: You must use *Quickspur's Ally* as a bashing weapon to defeat a creature with a CR equal to or greater than your level (maximum CR 16). After the combat, you must have five houses built for five deserving families (included in the cost of this ritual). *Cost:* 12,500 gp. *Feat Granted:* Lesser Legacy (*Quickspur's Ally*).

Humble Origins: You are required to help and protect the commoners of the world first and foremost. Each time you fail to act in a manner required by this pledge, you lose the two highest-level abilities of *Quickspur's Ally* for one day. You must also have five resource buildings (a mill, a smithy, a stable, or similar structures) built for a community of commoners (included in the cost of this ritual). *Cost:* 40,500 gp. *Feat Granted:* Greater Legacy (*Quickspur's Ally*).

WIELDER REQUIREMENTS

The wielders of *Quickspur's Ally* are usually fighters, paladins, or rangers. Anybody who uses a mount in combat might find the shield useful.

QUICKSPUR'S ALLY WIELDER REQUIREMENTS

Proficient with shields
Ride 2 ranks
Improved Shield Bash
Any nonevil alignment

LEGACY ITEM ABILITIES

All the following are legacy item abilities of *Quickspur's Ally*.

Quickspur (Su): At 6th level and higher, you gain a +5 competence bonus on Ride checks as long as the shield is readied, but not if it is simply carried.

Painless Spur (Su): Starting at 9th level, you can spur your mount without dealing it damage (see the Ride skill, page 80 of the *Player's Handbook*).

Arrowblight (Sp): At 10th level and higher, once per day by using the command word "arrowblight," you can use *entropic shield* as the spell. If you are mounted, the effect extends to your mount. Caster level 5th.

Resist Fire (Sp): Beginning at 11th level, once per day on command, you can use *resist energy* (fire) as the spell. If you are mounted, the effect extends to your mount. Caster level 5th.

Shielded Mount (Su): At 12th level and higher, any mount you ride is treated as if it were the target of a *shield other* spell cast by you. The effect ends if you dismount for any reason. Caster level 10th.

Phantom Steed (Sp): Starting at 16th level, once per day on command, you can use *phantom steed* as the spell. Caster level 10th.

Weaponbend (Sp): At 18th level and higher, three times per day upon uttering the command word "weaponbend," you can use *blur* as the spell. If you are mounted, the effect extends to your mount. Caster level 15th.

Stoneguard (Sp): Beginning at 20th level, once per day with the command word "stoneguard," you can use *stoneskin* as the spell. If you are mounted, the effect extends to your mount. Caster level 15th.

ADVENTURE SEED (EL 7)

Quickspur's Ally is an heirloom in one PC's family, forgotten in storage generations ago. An unscrupulous warrior from a rival clan quietly stole the shield, hoping to unlock the hidden potential of the item, but she lacked the virtue to do so. Years passed without anybody realizing the shield was missing—until *Quickspur's Ally* turned up in the hands of Vandriel, a paladin from the rival family. Vandriel insists the shield can be tracked through her lineage, and honestly believes this is true. Comparing notes, however, shows the shield disappeared from the PC's heritage only a short while before it shows up in Vandriel's line. The shield's actual theft is an unknown factor that would cause Vandriel to forfeit the shield willingly could it be proven. Since this isn't the case, and both families seem to have a legitimate claim, the sporting paladin suggests a jousting competition for rightful ownership of the shield, allowing the gods and skill in arms to decide. If defeated, Vandriel honors her word and gives up *Quickspur's Ally*.

VANDRIEL **CR 6**
Female human paladin 6
LG Medium humanoid
Init –1; **Senses** Listen +1, Spot +1
Aura courage (10 ft., allies +4 against fear)
Languages Common, empathic link

AC 20, touch 9, flat-footed 20
hp 39 (6 HD)
Immune disease, fear
Fort +9, **Ref** +4, **Will** +6

Speed 20 ft. (4 squares)
Melee mwk longsword +9/+4 (1d8+2/19–20) or
Melee *Quickspur's Ally* +9/+4 (1d8+3) or
Melee mwk lance (from horse) +9/+4 (2d8+3/×3) or
Melee mwk longsword +5/+0 (1d8+2/19–20) and *Quickspur's Ally* +5 (1d8+2) with Two-Weapon Fighting or
Ranged mwk composite longbow +6/+1 (1d8/×3)
Base Atk +6; **Grp** +8
Atk Options Ride-By Attack, smite evil 2/day (+3 attack, +6 damage)
Special Actions lay on hands 18 points/day, turn undead 5/day (+3, 2d6+6, 3rd)
Combat Gear 4 *potions of cure light wounds, potion of bull's strength,* 2 scrolls of *bless weapon;* 2 scrolls of *protection from evil*, 4 flasks of holy water
Paladin Spells Prepared (CL 3rd):
1st—*divine favor, lesser restoration*
Spell-Like Abilities (CL 6th):
At will—*detect evil*
1/week—*remove disease*

Abilities Str 14, Dex 8, Con 12, Int 10, Wis 13, Cha 16
SQ share spells, special mount 1/day (12 hours, heavy warhorse), strong aura of good
Feats Improved Shield Bash, Least Legacy (*Quickspur's Ally*)B, Mounted Combat, Ride-By Attack, Two-Weapon Fighting
Skills Craft (weaponsmithing) +5, Diplomacy +9, Ride +13, Sense Motive +9
Possessions combat gear plus masterwork full plate, *Quickspur's Ally*, masterwork lance, masterwork longsword, masterwork composite longbow (+2 Str bonus) with 20 arrows, 10 cold iron arrows, 10 silver arrows, masterwork dagger, silver holy symbol

HEAVY WARHORSE SERVANT **CR —**
LG Large magical beast (augmented animal)
Init +1; **Senses** low-light vision, scent, Listen +6, Spot +5
Languages empathic link

AC 22, touch 10, flat-footed 22
hp 45 (6 HD)
Resist improved evasion
Fort +8, **Ref** +6, **Will** +3

Speed 50 ft. (10 squares)
Melee 2 hooves +7 (1d6+4) and bite + 5 (1d4+2)
Space 10 ft.; **Reach** 5 ft.
Base Atk +4; **Grp** +12

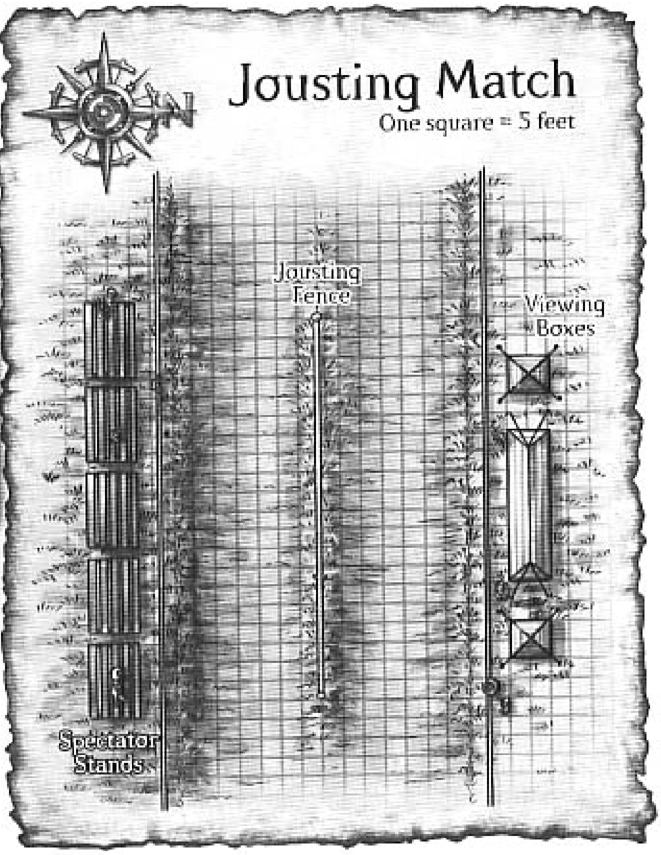
Abilities Str 19, Dex 13, Con 17, Int 6; Wis 13, Cha 6
Feats Endurance, Multiattack, Run
Skills Listen +6, Spot +5
Possessions masterwork chain shirt barding, bit and bridle, military saddle, saddlebags

Jousting Match

This map depicts a field intended for jousting, with all the normal accompaniments and fanfare.

Jousting Fence

This railing divides the runways for the two contestants, who begin the tilt 300 yards apart and charge toward each other.



Spectator Stands
These are plain wooden benches for the common spectators, rising like bleachers at a ballpark.

Viewing Boxes
These are sheltered viewing boxes and rich pavilions for the pleasure of the noble and wealthy spectators.

HOW TO HANDLE A JOUST

In a traditional joust, two knights on horseback (or in this case, a paladin and a mounted, armored PC) charge each other with blunted lances, separated by a rail that divides two parallel tracks. When they meet in the middle, they clash with great momentum and force, then continue down the track on their side of the rail. They repeat the process until one rider yields or is knocked from the saddle.

Initiative isn't necessary; during each pass, each character makes an attack with the blunted lance, and the results of both attacks are resolved simultaneously. Make the attack roll normally; if it hits, the attacker can also attempt to unhorse the opposing rider (treat as a trip attack) or make a sunder attempt against the enemy's weapon or shield. Neither the trip nor the sunder attempt provokes an attack of opportunity. A successful blow deals lance damage (doubled because both riders are charging), but it's nonlethal. A character with the Ride-By Attack feat gains a +4 bonus on attack rolls during a joust.

The following simple rules can add verisimilitude to the contest. A joust is run in a series of contact passes (usually three or four), and a contestant scores points according to the quality of the strike. After the prescribed number of passes, the high scorer is the winner; one or more additional passes might be run to break ties. The full rules for jousting can be quite detailed, involving exact locations of strikes, but these are not necessary to simulate the contest. See the *Complete Warrior* supplement, page 130, for more details on jousting.

Points Awarded

1 Point: A hit that merely glances off the opponent's shield. In game terms, this would be an attack that misses only because of the shield's armor bonus (including enhancements, if any).

2 Points: A hit that lands solidly but is not followed by a successful trip or sunder attempt.

3 Points: A hit that lands solidly and results in a dismount or a broken weapon or shield.

Points Deducted

1 Point: Failing to present the shield. In game terms, this is represented by using Dodge, Combat Expertise, or similar tactical maneuvers to increase Armor Class.

1 Point: Dropping the lance during the pass except for safety reasons (in other words, not making an attack roll).

1 Point: Misconduct (such as abusing the opponent or foul language) or dangerous or reckless behavior (sweeping the lance, removing the helmet, and so forth).

Disqualification

Serious breaches of the rules mean an immediate end to the contest. Three instances of misconduct or recklessness result in ejection. Deliberate attacks against an unarmed or unprepared opponent, or against the opponent's mount, are also cause for disqualification and perhaps criminal or civil charges, depending on the severity of the offense.

ROD OF TRIMEG

A 6-foot staff of white wood, the *Rod of Trimeg* is capped with a winged crown worked in silver. Two silver snakes twine their way up the shaft, their coils forming a natural handgrip and their heads facing inward. The butt of the staff is likewise shod in silver, with a stout spike perfectly designed to pierce hard-packed earth and aid in walking over rough terrain.

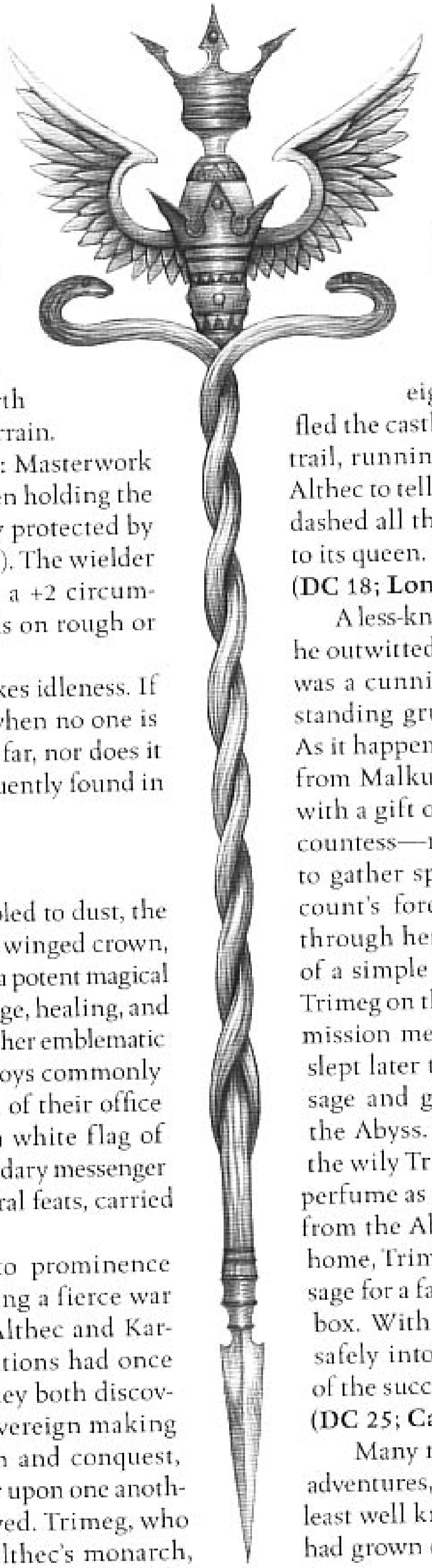
Nonlegacy Game Statistics: Masterwork quarterstaff; Cost 2,000 gp. When holding the *Rod of Trimeg* you are constantly protected by an *endure elements* spell (CL 2nd). The wielder of the *Rod of Trimeg* also gains a +2 circumstance bonus on Balance checks on rough or uneven ground.

Omen: The *Rod of Trimeg* dislikes idleness. If it is left unattended, it moves when no one is watching it. The rod never goes far, nor does it leave your vicinity, but it is frequently found in odd places.

HISTORY

In a kingdom long since crumbled to dust, the caduceus—a rod capped with a winged crown, twined with two serpents—was a potent magical symbol. It represented knowledge, healing, and travelers, along with countless other emblematic meanings. Messengers and envoys commonly carried the caduceus as a mark of their office and inviolability, much like a white flag of truce. The herald Trimeg, a legendary messenger credited with many supernatural feats, carried this particular rod. **(DC 15)**

Trimeg's name first rose to prominence eight hundred years ago, during a fierce war between the monarchies of Althec and Karkos. The rulers of the two nations had once been fast friends, but when they both discovered evidence of the other sovereign making clandestine plans of invasion and conquest, they immediately declared war upon one another. Many costly battles followed. Trimeg, who was then in the service of Althec's monarch, was wary of the circumstances that led the two realms to war. He kept his eyes open and ears sharp as he bore missives to various nobles who owed fealty to the king. One fateful night, Trimeg uncovered the bitter truth when he overheard an Althecan duke plotting with advisors. The duplicitous duke planned to hold his greatest forces in reserve, and when Althec and Karkos were weakened by the war, he designed to snatch the crowns of both sovereigns. According to legend, Trimeg fled the castle with the duke's forces hard on his trail, running all the way back to the capital of Althec to tell the king. The brave messenger then dashed all the way to Karkos to reveal the truth to its queen. In that single night, the war ended. **(DC 18; Long Run)**



A messenger bearing the Rod of Trimeg can never become lost or diverted

A less-known story of Trimeg is the tale of how he outwitted Nariel, a succubus trickster. Nariel was a cunning scoundrel, and she bore a longstanding grudge against the sorcerer Malkuth. As it happened, Trimeg was delivering a missive from Malkuth to the count of Blandish—along with a gift of a beautiful magic necklace for the countess—respectfully requesting permission to gather specimens of exotic beasts from the count's forest reserve. Nariel learned of this through her infernal sources. Taking the guise of a simple but beautiful peasant girl, she met Trimeg on the road and convinced him to stay his mission merely for the evening. While Trimeg slept later that night, Nariel switched the message and gift with her own and departed for the Abyss. The demon could not so easily fool the wily Trimeg. He recognized her wormwood perfume as an odor especially pleasing to beings from the Abyss. Before he even entered Nariel's home, Trimeg had already swapped the real message for a false one and the real gift for an empty box. With the true epistle and amulet tucked safely into his cloak, he enjoyed the company of the succubus and traveled on in the morning. **(DC 25; Canny Trickster)**

Many more stories are told of Trimeg and his adventures, but the greatest—and, ironically, the least well known—is his final tale. When Trimeg had grown old and could no longer run as swiftly as he had in his youth, he passed his rod to Kadmon, his nephew. Kadmon carried on his uncle's

Illus. by W. England

TABLE 3–35: ROD OF TRIMEG

	Personal Costs				
Wielder Level	Attack Penalty	Skill Check Penalty	Hit Point Loss	Skill Point Loss	Abilities
5th	—	—	—	—	Masterwork/+1 *quarterstaff*
6th	—	—	2	4	Fleetness
7th	–1	—	—	—	*+1/+1 quarterstaff*
8th	—	–1	—	—	Survivor
9th	—	—	—	2	*Whispering wind* 1/day
10th	—	—	2	—	*Nighteye* 1/day
11th	—	—	—	—	*Winged feet* 1/day
12th	—	—	—	2	—
13th	–2	—	—	—	*+2/+2 quarterstaff*
14th	—	—	2	—	*Bend space* 1/day
15th	—	—	—	—	—
16th	—	–2	—	—	*Locate creature* 1/day
17th	—	—	—	—	*Find the path* 1/day
18th	—	—	2	2	*+2/+2 quarterstaff of speed*
19th	—	–3	—	2	*Wind walk* 1/day
20th	—	—	—	2	*Walk worlds* 1/day

legacy honorably, but all those who knew him agreed that he was no Trimeg, merely an adequate messenger. Trimeg was saddened at how his nephew was mocked, not for being a poor messenger, but merely for not living up to an impossible legacy. The old herald resolved to do something about it. He set off once more, intending to travel the planes until he found Fharlanghn, the god of roads, and entreated the deity to bless Kadmon with gifts greater than his own. Trimeg scoured the planes for a whole year, and though the myths disagree on whether he circled the Great Wheel one time, three times, or seven times, he at long last found Fharlanghn in the Outlands. Trimeg was near death by then, but he told the god why he had come. Fharlanghn was so impressed by the mortal's tenacity, he agreed to Trimeg's request. The deity touched Kadmon's caduceus, the very same one the young man inherited from Trimeg, and imbued it with the speed, guile, and trickery of Kadmon's grandfather. When he saw this done, Trimeg smiled, thanked Fharlanghn, and died. The fables say Fharlanghn took Trimeg's soul to himself and made the renowned courier his personal emissary. **(DC 31; Honor the Traveler)**

LEGACY RITUALS

Three rituals are required to unlock all the abilities of the *Rod of Trimeg*.

Long Run: According to the tales, Trimeg ran from Althec to Karkos in a single night to stop a war. While you need not accomplish such a superhuman feat, you are required to run without stopping from dusk until dawn. Use the rules for hustling on page 164 of the *Player's Handbook*. *Cost:* 1,700 gp. *Feat Granted:* Least Legacy (*Rod of Trimeg*).

Canny Trickster: As Trimeg himself was a clever and sly trickster, you must likewise have a sharp wit and a quick mind. You must outwit or defeat through guile an intelligent creature with a higher CR than your character level. *Cost:* 12,000 gp. *Feat Granted:* Lesser Legacy (*Rod of Trimeg*).

Honor the Traveler: You have to travel to the Concordant Domain of the Outlands and visit the site where Trimeg died. There you must pay homage to the hero's memory. *Cost:* 40,000 gp. *Feat Granted:* Greater Legacy (*Rod of Trimeg*).

WIELDER REQUIREMENTS

Rogues and rangers are the most likely to benefit from the *Rod of Trimeg*. Any character routinely traveling long distances, or through hostile terrain, can garner advantages from the staff.

ROD OF TRIMEG WIELDER REQUIREMENTS

Climb 4 ranks
Survival 4 ranks
Swim 4 ranks
Run

LEGACY ITEM ABILITIES

All the following are legacy item abilities of the *Rod of Trimeg*.

Fleetness (Su): At 6th level, you gain a 5-foot enhancement bonus to your base land speed.

Survivor (Su): At 8th level, you gain a +5 competence bonus on Survival checks.

Whispering Wind (Sp): Sometimes, a messenger cannot complete his task directly. Starting at 9th level, once per day on command, you can use *whispering wind* as the spell. Caster level 5th.

Nighteye (Sp): At 10th level and higher, once per day with the command word "nighteye," you can use *darkvision* as the spell. Caster level 5th.

Winged Feet (Sp): Beginning at 11th level, once per day on command, you can use *fly* as the spell. Caster level 10th.

Bend Space (Sp): At 14th level and higher, once per day on command, you can use *dimension door* as the spell. Caster level 11th.

Locate Creature (Sp): Starting at 16th level, once per day on command, you can use *locate creature* as the spell. Caster level 11th.

Find the Path (Sp): At 17th level and higher, once per day on command, you can use *find the path* as the spell. Caster level 15th.

Wind Walk (Sp): Beginning at 19th level, once per day on command, you can use *wind walk* as the spell. Caster level 15th.

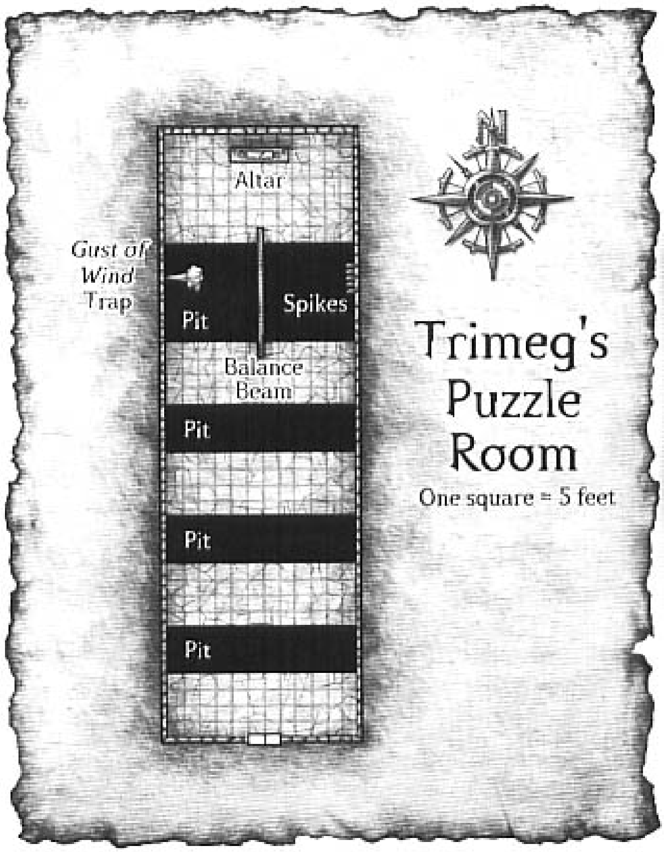
Walk Worlds (Sp): At 20th level and higher, once per day on command, you can use *plane shift* as the spell. Only willing creatures can be transported. Caster level 15th.

ADVENTURE SEED (EL 5)

While exploring the ruins of an ancient border fort, the PCs come across a secret chamber hidden behind a false wall (Search DC 20 to locate). Traps and hazardous terrain guard the room, but at the far end of the chamber, something can be seen gleaming on a large, stone pedestal. Characters who navigate the traps can claim the *Rod of Trimeg.*

Pits (CR 2)

The first three pits are 15 feet across and 20 feet deep. Nasty spikes line their bottoms. The DC to jump the first pit is 15, since enough room exists to get a 20-foot running start. The remaining pits, however, require a DC 30 Jump check. The walls of the pits are smooth, requiring a DC 25 Climb check to scale (the DC drops to 5 if a rope can be secured for the climb). A fall into one of these pits deals 2d6 points of damage, and 1d4+1 spikes attack the faller. Each spike has a +10 melee attack bonus and deals 1d4 points of damage.



Balance Beam (CR 3)

The narrow beam set across this 60-foot-deep pit requires a DC 15 Balance check to negotiate. Characters failing by 5 or more fall off of the beam, but they can catch themselves with a DC 20 Reflex save. Those who fall into the pit take 6d6 points of damage from the plunge.

Gust of Wind Trap

Designed to discourage flying creatures from circumventing the balance beam, this trap consists of permanent *gust of wind* spells traveling from left to right. The wind is easily heard, and it crosses the balance beam at the point indicated on the map. A large grid of spikes mounted on the right wall waits for those blown far enough to hit them. Someone who hits the spikes is attacked by 1d4+1 of them. Each spike has a +10 melee attack bonus and deals 1d4 points of damage.

Altar

The *Rod of Trimeg* rests atop this altar. Amazingly, it is not trapped or protected in any way.

SCALES OF BALANCE

This 6-foot-tall, polished quarterstaff is made half from white ash and half from darkwood so black it resembles a clouded sky on a moonless night. At the center of the staff, the two woods fuse together in a blend of neutral gray. The staff is unadorned, but simply holding it is enough to reveal its unusual properties.

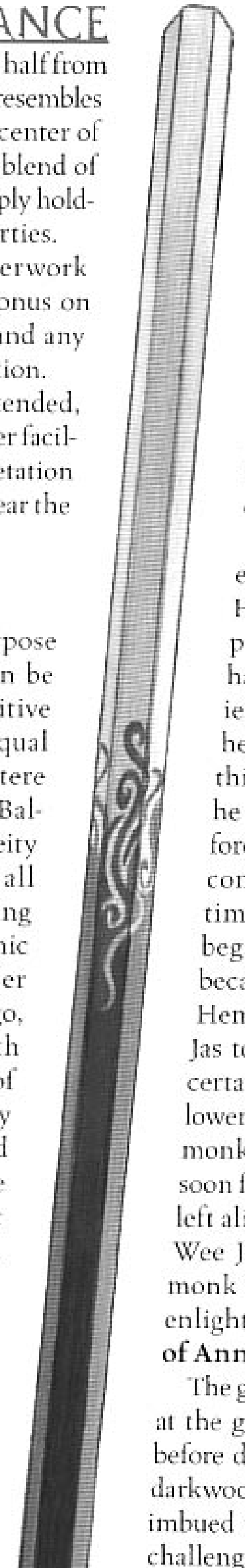
Nonlegacy Game Statistics: Masterwork quarterstaff; Cost 920 gp. You gain a +1 bonus on saves against death effects, energy drain, and any effect that would induce fatigue or exhaustion.

Omen: When *Scales of Balance* is left unattended, plants seem to grow and blossom with greater facility in the vicinity of the ash end, while vegetation is more prone to shriveling and withering near the darkwood end.

HISTORY

Little can be gleaned about this staff's purpose or history from its appearance. What can be deduced is that it clearly symbolizes positive and negative energies, life and death, in equal balance with one another. A sect of austere warrior monks, the Brotherhood of the Balanced Way, is known for its rejection of deity worship and a planar cosmology, seeing all so-called gods and planes as illusions resulting from the imperfect discernment of the cosmic precepts of positive and negative. The order faded into obscurity some five decades ago, after a violent and protracted struggle with a monastic group devoted to the worship of Wee Jas. This other organization apparently took exception to their deity being referred to as a "flawed perception." Only a few of the Balanced Way monks survived the covert war of assassinations and back-alley duels, and those who did scattered to the winds, hoping to stay hidden and avoid retaliation from the followers of Wee Jas. **(DC 15)**

One of the last disciples taken in by the Brotherhood of the Balanced Way, before the conflict with Wee Jas's worshipers, was a boy named Hemsi. A street urchin caught stealing by one of the monks, Hemsi was remanded to the care of the monastery by the local magistrate, rather than being placed in the pillories. Much to the surprise of the other monks, not to mention Hemsi himself, the lad readily took to the Brotherhood's odd, ascetic philosophy. Within weeks of beginning his training, he would often stay up through the night, debating philosophy with the order's founders. Hemsi concluded that to truly understand the unity of positive and negative forces, one must experience each to the fullest extreme possible. He became the first monk of the Balanced Way to walk the Threefold Path—the Road of Creation, the Road of Annihilation, and the True Road. The young monk began his spiritual journey on the Road of Creation, dedicating himself heart and soul to writing beautiful poetry, healing the sick, and indulging in the positive aspects of existence. **(DC 18; Road of Creation)**



The staff known as Scales of Balance dispenses life and death in equal measure

Illus. by D. Martin

Once he felt that he could gain no further enlightenment from the Road of Creation, Hemsi changed tack and embarked upon the perilous Road of Annihilation. Where once he had created beautiful art, now he put libraries and museums to the torch. Where once he had healed, now he harmed. He did these things not out of malice or evil, but because he truly believed directly experiencing these forces was the only way in which one could come to illumination. It was around this time that the troubles with Wee Jas's faithful began, though it is unknown if that feud began because of Hemsi's acts or not. It is known that Hemsi challenged many of the monks of Wee Jas to battle and defeated them handily, which certainly exacerbated the situation. Wee Jas's followers struck back by slaughtering the less capable monks of the Balanced Way indiscriminately, and soon fewer than a dozen of Hemsi's comrades were left alive. When the grandmaster of the monks of Wee Jas challenged Hemsi to a duel, the young monk knew that, one way or another, his quest for enlightenment would soon be over. **(DC 25; Road of Annihilation)**

The grandmaster of the death goddess's cult arrived at the gates of the Monastery of the Balanced Way before dawn. He carried a simple staff of blackened darkwood, a gift, he claimed, from Wee Jas herself, imbued with powerful death magic. Hemsi met the challenger, carrying a staff of plain, unadorned white ash. The two monks bowed to one another, and the battle was joined. Their fight was long and fierce, and neither monk possessed a clear advantage. The rhythmic clacking of their staffs filled the morning air,

Table 3–36: Scales of Balance

	Personal Costs			
Wielder Level	Attack Penalty	Save Penalty	Hit Point Loss	Abilities
5th	—	—	4	*+1/+1 quarterstaff*
6th	—	—	—	Eye of mortality
7th	—	—	—	*Lifetouch* 3/day
8th	—	–1	—	—
9th	–1	—	2	—
10th	—	—	—	*+2/+2 quarterstaff*
11th	—	—	—	*Death's swift wing* 2/day
12th	—	—	2	—
13th	–2	—	—	—
14th	—	—	—	*+3/+3 quarterstaff*
15th	—	—	2	—
16th	—	–2	—	*Lifedrain* 2/day
17th	—	—	—	Unity of balance
18th	—	–3	2	*Bodily integrity* 1/day
19th	—	—	2	—
20th	—	—	2	*Ending point* 1/day

and the rest of the monks looked on in breathless anticipation. Finally, Hemsi's opponent saw an opening and thrust his staff, the tip crackling with negative energy, at Hemsi's ribcage. Hemsi parried the blow, his own staff shining with white light. As the weapons touched, the power surging through them drew them together, fusing them into one. Hemsi was enlightened. Taking up the united staff, he easily defeated the grandmaster. Then, with a bow and a mysterious smile, he tossed the weapon to one of his fellow monks and vanished. The rest of the Balanced Way practitioners fled the city, fearing the retribution of their rivals. With them went the *Scales of Balance*. Neither Hemsi nor the staff has been seen since. **(DC 31; True Road)**

LEGACY RITUALS

Three rituals are required to unlock all the abilities of the *Scales of Balance*.

Road of Creation: You have to spend at least one week immersing yourself in all aspects of positive existence—creation, spontaneity, physical exertion, healing, and so on. The DM is free to extend the time requirement of this ritual. *Cost:* 3,600 gp. *Feat Granted:* Least Legacy (*Scales of Balance*).

Road of Annihilation: For one week, you must be a force of destruction and entropy, thoroughly throwing yourself into the negative. The goal is to understand the destructive aspects of nature and existence, not debased wallowing in wanton slaughter and ruin. *Cost:* 12,500 gp. *Feat Granted:* Lesser Legacy (*Scales of Balance*).

True Road: The most difficult road is the True Road, which lies between the two extremes of positive and negative. Walking the True Road requires an understanding of the cosmic balance of life and death, order and chaos. It should include a journey to both the Positive and Negative Energy Planes, interactions with natives of each, and at least a week of meditation and abstemious inward focus. *Cost:* 40,500 gp. *Feat Granted:* Greater Legacy (*Scales of Balance*).

WIELDER REQUIREMENTS

Monks and clerics are the most likely to have the spiritual tendencies necessary to wield the *Scales of Balance*, but any character with a philosophical bent could make use of the staff.

Scales of Balance Wielder Requirements

Balance 3 ranks
Knowledge (religion) 5 ranks

LEGACY ITEM ABILITIES

All the following are legacy item abilities of *Scales of Balance*.

Eye of Mortality (Su): At 6th level and higher, three times per day as a standard action, you can point *Scales of Balance* at another creature to determine that creature's nature. This works like the *detect undead* spell, except that it affects only a single creature and reveals that creature's aura strength on the same round you activate this feature. Further, this ability reveals whether the creature is a mortal living creature (anything besides a construct, elemental, outsider, or undead), an immortal living creature (elemental or outsider), or an undead creature. A construct presents no aura when subject to this effect, and such a creature is thereby revealed as a construct. Caster level 5th.

Lifetouch (Sp): Beginning at 7th level, three times per day, you can use *cure light wounds* as the spell by touching the staff to the creature to be healed (including yourself) and speaking the command word "lifetouch." Caster level 5th.

Death's Swift Wing (Sp): At 11th level and higher, two times per day as a swift action, you can use *death knell*, as the spell, by touching the darkwood end of *Scales of Balance* to an opponent. This ability can be used in conjunction with a blow from the darkwood end of the staff that reduces the target to negative hit points, so that the *death knell* effect is delivered immediately. The save DC is 13, or 12 + your Charisma modifier, whichever is higher. Caster level 10th.

Lifedrain (Sp): Starting at 16th level, two times per day by uttering the command word "lifedrain," you can use *enervation* as the spell. The ray erupts from the darkwood end of *Scales of Balance*. The save DC is 16, or 14 + your Charisma modifier, whichever is higher. Caster level 13th.

Unity of Balance (Su): At 17th level, you become immune to energy drain and death effects. You also gain immunity to the effects of the positive- and negative-dominant planar traits (see page 149 of the *Dungeon Master's Guide*).

Bodily Integrity (Sp): Beginning at 18th level, once per day on command, you can use *heal* on yourself only, as the spell. Caster level 15th.

Ending Point (Sp): At 20th level and higher, once per day on command, you can use *finger of death* as the spell. You must point the darkwood end of *Scales of Balance* at the effect's target. The save DC is 20, or 17 + your Charisma modifier, whichever is higher. Caster level 17th.

ADVENTURE SEED (EL 5)

The PCs are visiting an acquaintance in a sick house for people who cannot afford clerics to heal their highly contagious illnesses. While there, they see a young man in simple robes moving among the sick, administering to them. After a moment's observation, it becomes obvious that for every two persons he treats, one dies while the other shows marked improvement. The pattern of death is too constant and specific to be anything other than deliberate murder. If the PCs question the monk, he tells them he is attempting to gain enlightenment through contemplation of the balance between positive and negative forces. The monk further informs the characters they shall experience the truth first hand. He then attacks.

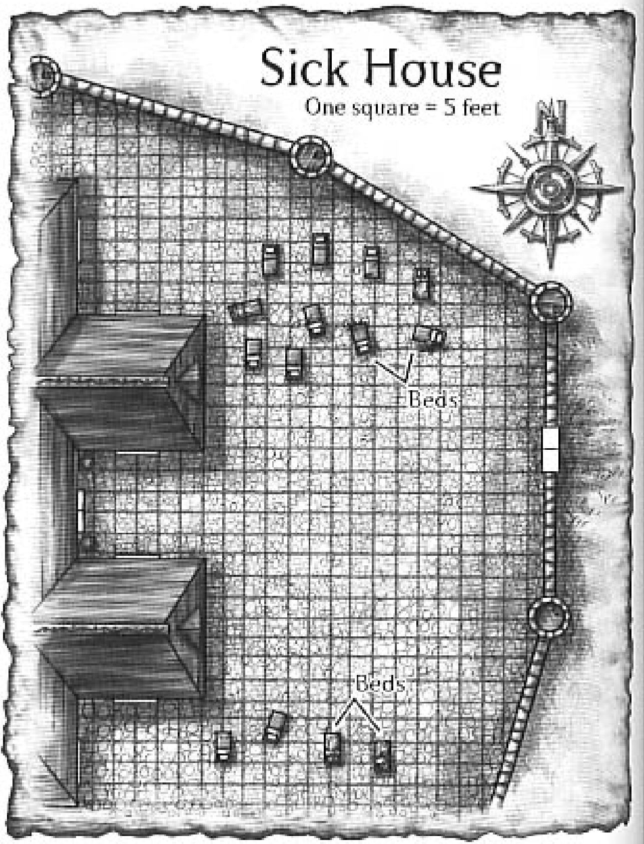
REMSA **CR 5**

Male human monk 5
LN Medium humanoid
Init +3; **Senses** Listen +2, Spot +2
Language Common

AC 16, touch 16, flat-footed 13; Dodge
hp 27 (5 HD)
Immune normal disease
Resist evasion; +1 on saves against death effects, energy drain, fatigue, and exhaustion
Fort +5, **Ref** +7, **Will** +6 (+8 against enchantments)

Speed 40 ft. (8 squares)
Melee *Scales of Balance* +7 (1d6+2) or
Melee *Scales of Balance* +6/+6 (1d6+2) with flurry of blows or
Melee unarmed strike +6 (1d8+1) or
Melee unarmed strike +5/+5 (1d8+1) with flurry of blows
Base Atk +3; **Grp** +4
Atk Options Combat Reflexes, Stunning Fist, *ki* strike (magic)
Special Actions Deflect Arrows

Abilities Str 12, Dex 16, Con 13, Int 10, Wis 14, Cha 8
SQ slow fall 20 ft.
Feats Combat Reflexes^B, Deflect Arrows, Dodge, Improved Unarmed Strike^B, Least Legacy (*Scales of Balance*)^B, Stunning Fist^B, Weapon Finesse
Skills Balance +11, Climb +8, Heal +4, Jump +10, Knowledge (arcana) +5, Knowledge (religion) +5, Tumble +11
Possessions *Scales of Balance*

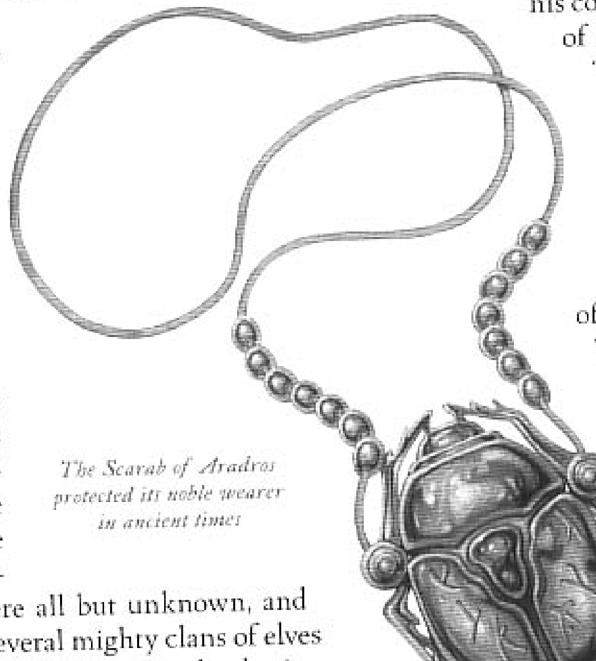


SCARAB OF ARADROS

The *Scarab of Aradros* is a golden medallion shaped like a beetle, ringed with ancient arcane runes.

Nonlegacy Game Statistics: *Scarab of resistance* +1; Cost 1,500 gp. You also gain a +1 bonus on caster level checks made to dispel or counter a spell.

Omen: If you are capable of casting arcane spells and wear the scarab for at least 1 hour, it grows warm and the beetle occasionally twitches and chirps (audible only to the wearer).



The Scarab of Aradros protected its noble wearer in ancient times

Illus. by J. Nelson

HISTORY

The *Scarab of Aradros* was forged in ancient days when the world was different, and races more primal than those alive today stalked its primordial darks. Humans were all but unknown, and elves were numerous. Several mighty clans of elves battled each other for supremacy over lands since fallen beneath the waves. One of these great elven houses was named Aradros, and the *Scarab of Aradros* takes its moniker from that lineage. **(DC 17)**

In the time primeval, the water-bounded dominion of Aradros grew strong and influential. Neighboring realms, on nearby isles and the distant mainland, began to have their doubts about the house. Other clans started to fear that the magically inclined scions of Aradros wished to expand their influence more significantly and at the expense of other domains. Perhaps this fear was justified, because it was during the reign of Aradros VI that the *Scarab of Aradros* was secretly forged and given to an agent of the crown—the prince himself. Prince Dalwin, who was charged with reconnoitering the surrounding isles, used the scarab to protect himself during his quest in unfriendly lands. **(DC 19; Quest of Far Journeys)**

Prince Dalwin of Aradros was known as an accomplished thaumaturge, despite his relative youth. When he journeyed forth from the land of his birth, he did so in the company of magical familiars and under the cloak of a sorcerous guise, one that would protect him from notice by those he wished to observe. However, despite the secrecy of his quest and the supernatural disguises he created, Aradros's enemies discovered the prince's quest. They engineered an ambush. When Prince Dalwin made landfall at the third island kingdom on his itinerary, a magical conflagration slew everyone in his company, but the protective forces of the *Scarab of Aradros* saved him. The prince barely escaped inland, burned but alive, all alone in a nation alerted to his presence and certain of his evil intent. Dalwin was overcome despite several heroic stands, including the Clash at Umandil, the Battle of Uyn, and the Stand at Sea's Edge. The *Scarab of Aradros* was lost and its power forgotten. **(DC 27; Dalwin's Lament)**

LEGACY RITUALS

Two rituals are required to unlock all the abilities of the *Scarab of Aradros.*

Quest of Far Journeys: You are required to journey from whatever locale you currently inhabit and spend at least one week traveling. During that week, you must journey at least one hundred miles from where you began and end up in a place you have never visited. *Cost:* 2,500 gp. *Feat Granted:* Least Legacy (*Scarab of Aradros*).

Dalwin's Lament: You must pay special homage to Dalwin on any shoreline of a great ocean or sea, the words and form of which are revealed as part of the successful Knowledge (history) check. *Cost:* 13,500 gp. *Feat Granted:* Lesser Legacy (*Scarab of Aradros*).

WIELDER REQUIREMENTS

Arcane spellcasters derive the most benefit from the *Scarab of Aradros.* Wizards and sorcerers are the most common users, but discovering the scarab's mysteries is also rewarding for a bard.

SCARAB OF ARADROS WIELDER REQUIREMENTS

Ability to cast 2nd-level arcane spells
Knowledge (arcana) 3 ranks

Table 3–37: Scarab of Aradros

	Personal Costs				
Wielder Level	Save Penalty	Skill Check Penalty	Caster Level Penalty	Spell Slot Loss	Abilities
5th	—	—	—	—	Arcane health
6th	–1	—	—	1st	Winged range (3rd)
7th	—	—	–1	—	*Scarab of resistance +2*
8th	—	–1	—	2nd	Carapaced nerves
9th	—	—	—	—	—
10th	—	—	—	3rd	*Scarab of resistance +3*
11th	—	—	—	—	Survive any extreme
12th	—	—	—	4th	Winged range (6th)
13th	—	—	–2	—	*Scarab of resistance +4*
14th	—	—	—	5th	—
15th	—	–2	—	—	Scarab shell
16th	—	—	—	6th	*Scarab of resistance +5*

LEGACY ITEM ABILITIES

All the following are legacy item abilities of the *Scarab of Aradros.*

Arcane Health (Su): Starting at 5th level, you gain 10 temporary hit points (similar to those granted by a *false life* spell) each day at sunrise. These hit points remain until expended or 24 hours pass.

Winged Range (Su): At 6th level and higher, you can cast up to three arcane spells per day of up to 3rd level that are extended as though using the Extend Spell metamagic feat. Using this legacy ability does not change the level of the spell slot of the altered spell. A spontaneous spellcaster (such as a sorcerer) must still take a full-round action when using this ability, just as if using a metamagic feat he possessed.

At 12th level, you can extend three arcane spells per day that are 6th level or lower.

Carapaced Nerves (Su): As the *Scarab of Aradros* builds a connection with you, it aids your ability to focus your mind. At 8th level, you gain a +5 bonus on Concentration checks.

Survive Any Extreme (Su): Starting at 11th level, at will as an immediate action, you can grant yourself resistance 30 to one type of energy (acid, cold, electricity, fire, or sonic). This effect lasts for 1 minute. Caster level 10th.

Scarab Shell (Su): At 15th level and higher, as long as you have one arcane spell remaining (either a prepared spell not yet cast or a spell slot not yet used), you benefit from the effects of a *shield* spell. Caster level 10th.

ADVENTURE SEED (EL 8)

While exploring a subterranean area near the edge of the sea, the adventurers stumble into a cavity filled with copper coins and ruined art objects. These are the remnants of a pirate hoard that has been looted of most valuables. Four vampire spawn use the chamber to house their grave-dirt receptacles. Among the heaps of coins and trash can be found the *Scarab of Aradros.*

Vampire Spawn (4): hp 29 each (see page 253 of the *Monster Manual*).

THE SCARAB OF ARADROS IN EBERRON

The ancient elven kingdom of Aradros bears striking similarities to Aerenal, the island home of Eberron's elves and seat of the Undying Court. Indeed, thousands of years in the past, the elves of Aerenal conquered their island after overcoming the slave lords of Xen'drik and fleeing that terrible continent. They established an outpost on Khorvaire during the days of the Empire of Dhakaan but became distrusted by that nation's hobgoblin emperor. Eventually war broke out between the two kingdoms, and the elves retreated to Aerenal until the Last War presented an opportunity to reestablish a foothold.

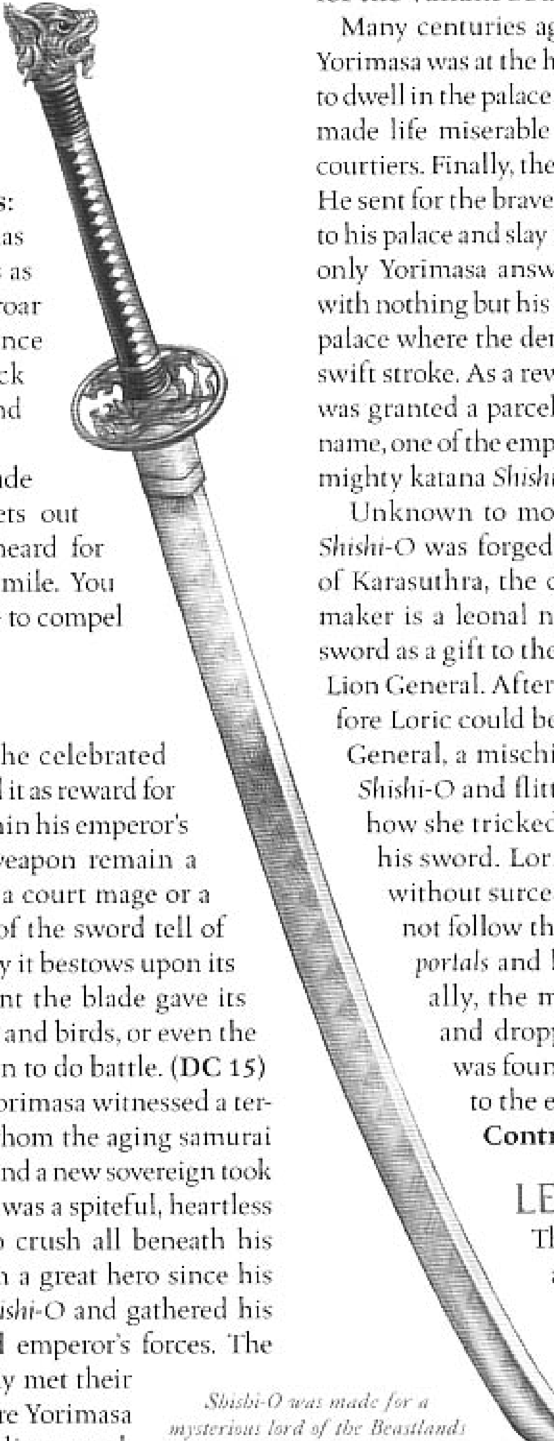
To customize this legacy item to Eberron, simply make Prince Dalwin an agent of Aerenal. While exploring the intervening islands and the inland reaches of Khorvaire, he was exposed and confronted by Dhakaan's forces. Now the *Scarab of Aradros* rests in a hidden cave along Valenar's southern coast. The Undying Court wishes to recover the item and has sent exploring parties of xenophobic elves to locate it. For an out-of-the-ordinary adventure idea, have Dalwin's last stand take place in the final battle at Taer Sadaen. The *Scarab of Aradros* might have been swept out of time along with the ruins of that ancient fortress.

SHISHI-O

Shishi-O, the "*Sword of Lions*," is a marvelously crafted katana with a blade of bright, immaculate steel and a gold *tsuba* (guard) worked to resemble a pair of male lions circling the blade. The hilt is ivory inlaid with more gold, all wrapped in purple silk and capped with a golden lion's head bearing amethyst eyes and ruby teeth.

Nonlegacy Game Statistics: *+1 katana*; Cost 2,535 gp. Katanas have the same game statistics as bastard swords. The blade's roar grants you a +2 circumstance bonus on any Intimidate check made during the same round you draw the sword.

Omen: Whenever the blade is drawn, this lion's head lets out a mighty roar that can be heard for approximately a quarter of a mile. You can attempt a DC 15 Will save to compel the sword not to roar.



Shishi-O was made for a mysterious lord of the Beastlands but found service in the protection of humanity

Illus. by W. England

HISTORY

Shishi-O was the katana of the celebrated samurai Yorimasa, who earned it as reward for slaying a demon dwelling within his emperor's palace. The origins of the weapon remain a mystery, but rumors suggest a court mage or a nature spirit forged it. Tales of the sword tell of the great strength and ferocity it bestows upon its wielder, and some stories hint the blade gave its owners dominion over beasts and birds, or even the ability to transform into a lion to do battle. **(DC 15)**

In the twilight of his life, Yorimasa witnessed a terrible event. The emperor to whom the aging samurai had been a loyal servant died, and a new sovereign took the throne. The new emperor was a spiteful, heartless man, a tyrant who sought to crush all beneath his heel. Yorimasa, who had been a great hero since his youth, took up the famed *Shishi-O* and gathered his retainers to fight the wicked emperor's forces. The outnumbered rebels inevitably met their ends at the bridge of Uji, where Yorimasa and his companions made a valiant stand. Yorimasa, maimed and unable to face death in combat, fell on his own sword before he could be captured. One of the venerable samurai's loyal retainers decapitated him. That noble person, whose name is now lost to time, then threw the head and *Shishi-O* into the river, so the emperor's lackeys could not claim the celebrated weapon, nor parade Yorimasa's head through the streets. **(DC 18; Prayer for the Valiant Soul)**

Many centuries ago, when the illustrious samurai Yorimasa was at the height of his power, a demon came to dwell in the palace of the emperor. This malign spirit made life miserable for the household servants and courtiers. Finally, the emperor could stand it no longer. He sent for the bravest warriors in the empire to come to his palace and slay the fiend. Of all those summoned, only Yorimasa answered the emperor's call. Armed with nothing but his katana, he entered the wing of the palace where the demon laired and killed it with one swift stroke. As a reward for this great deed, Yorimasa was granted a parcel of land to rule in the emperor's name, one of the emperor's loveliest courtesans, and the mighty katana *Shishi-O*. **(DC 25; Cutting Jigoku)**

Unknown to most mortals, including Yorimasa, *Shishi-O* was forged in the Beastlands in the realm of Karasuthra, the domain of the night-hunters. Its maker is a leonal named Loric, who fashioned the sword as a gift to the mysterious entity known as the Lion General. After the katana was complete, but before Loric could bestow his offering upon the Lion General, a mischievous celestial magpie stole the *Shishi-O* and flitted away, singing merrily about how she tricked the great warrior Loric and stole his sword. Loric hounded the magpie for days without surcease, but the massive leonal could not follow the thieving bird through the tiny *portals* and hidden paths she took. Eventually, the magpie grew bored with *Shishi-O* and dropped it on the Material Plane. It was found by a loyal samurai and brought to the emperor as a gift. **(DC 31; Rite of Contrition ritual)**

LEGACY RITUALS

Three rituals are required to unlock all the abilities of *Shishi-O*.

Prayer for the Valiant Soul: You must travel to the bridge of Uji and offer a ritual prayer honoring Yorimasa's spirit. This prayer takes a day to perform. *Cost:* 2,000 gp. *Feat Granted:* Least Legacy (*Shishi-O*).

TABLE 3–38: SHISHI-O

	Personal Costs			
Wielder Level	Attack Penalty	Save Penalty	Hit Point Loss	Abilities
5th	—	—	—	*Charm animal* at will
6th	—	—	4	—
7th	—	—	—	—
8th	—	–1	—	*Summon lion* 1/day
9th	–1	—	2	—
10th	—	—	—	*+2 katana*
11th	—	—	—	Cat leap
12th	—	—	2	*Summon dire lion* 1/day
13th	–2	—	—	*+3 katana*
14th	—	—	—	—
15th	—	—	2	*Glorious form of the Lion General* 1/day
16th	—	–2	—	*+3 thundering katana*
17th	—	—	—	Lion's charge
18th	—	–3	2	*+4 thundering katana*
19th	—	—	2	*Deafening roar* 1/day
20th	—	—	2	*+5 thundering katana*

Cutting Jigoku: You are required to free another individual from any form of coercion or threat from a demon, whether mundane or magical. You can use any means to remove the demonic influence, as long as it is removed permanently. *Cost:* 12,500 gp. *Feat Granted:* Lesser Legacy (*Shishi-O*).

Rite of Contrition: Once you discover the dishonorable manner in which *Shishi-O* arrived on the Material Plane, you have to correct this stain on the sword's honor. You must travel to the Beastlands, seek out Loric, and offer sincerely to return the katana, apologizing for unknowingly keeping it from its rightful owner. Unless you have acted in a manner unworthy of *Shishi-O*, it is likely Loric will praise your honesty and bid you to keep his long-lost katana. *Cost:* 40,500 gp. *Feat Granted:* Greater Legacy (*Shishi-O*).

WIELDER REQUIREMENTS

Fighters or paladins find *Shishi-O* most useful. If the samurai class is available in the campaign (either from *Complete Warrior* or *Oriental Adventures*), samurai characters are also attracted to the sword of lions.

SHISHI-O WIELDER REQUIREMENTS

Base attack bonus +3
Any nonchaotic alignment
Proficiency with bastard sword or katana

LEGACY ITEM ABILITIES

All the following are legacy item abilities of *Shishi-O*.

Charm Animal (Sp): At 5th level and higher, at will on command, you can use *charm animal* as the spell. Only one animal can be under the power of this ability at any one time—if a new animal is *charmed*, the previous target is freed from the effect. The save DC is 11, or 11 + your Charisma modifier, whichever is higher. Caster level 5th.

Summon Lion (Sp): Starting at 8th level, once per day on command, you can summon a lion as if with the *summon nature's ally III* spell. At 12th level, you can instead summon a dire lion as if with the *summon nature's ally V* spell. Caster level 10th.

Cat Leap (Su): At 11th level, you gain a +5 enhancement bonus on Jump checks.

Glorious Form of the Lion General (Sp): Beginning at 15th level, once per day on command, you can transform into a dire lion as if you used the *polymorph* spell. While in this form, your claw attacks have the same enhancement bonus and special properties as *Shishi-O*, and you have full access to the katana's legacy abilities. Caster level 10th.

Lion's Charge (Su): At 17th level and higher, you can make a full attack with *Shish-O* after a charge. You must declare you are using this ability before charging.

Deafening Roar (Sp): Starting at 19th level, once per day on command, you can cause *Shishi-O* to emit a mighty roar that functions as a *greater shout* spell. The save DC is 22, or 18 + your Charisma modifier, whichever is higher. Caster level 15th.

ADVENTURE SEED (EL 6)

While they are staying at an inn, the PCs hear that a strange swordsman is seeking the most famous fighter among them. A warrior in an exotic suit of armor arrives a little later and, after introducing himself as Matsuo, challenges the most combat-focused character to a duel of honor. Matsuo doesn't explain why he wants this fight, except to say that he wishes to prove himself. He insists on single combat, using no spells or magical enhancements other than weapons and healing potions. The combat is to last until one of the participants surrenders or is unconscious due to wounds. If the challenged character refuses his contest, Matsuo becomes steadily more aggressive toward that character, the other PCs, and eventually the innocent patrons of the inn. Matsuo always starts a duel by drawing *Shishi-O*, followed by an Intimidate check to demoralize his opponent (which benefits from the katana's roar).

MATSUO **CR 6**

Male human fighter 5
LE Medium humanoid
Init +2; **Senses** Listen –1, Spot –1
Languages Common, Draconic, Goblin

AC 17, touch 11, flat-footed 16; Dodge, Mobility
hp 37 (5 HD)
Fort +6, **Ref** +3, **Will** +2

Speed 20 ft. (4 squares)
Melee *Shishi-O* +8 (1d10+4)
Base Atk +5; **Grp** +7
Atk Options Combat Expertise, Improved Disarm, Power Attack
Combat Gear 2 *potions of cure light wounds*, 2 *potions of cure moderate wounds*
Spell-Like Abilities (CL 5th, only with *Shishi-O*):
At will—*charm animal* (DC 11; only one animal at a time)

Abilities Str 15, Dex 14, Con 14, Int 12, Wis 8, Cha 10
Feats Combat Expertise, Dodge, Improved Disarm, Iron Will, Least Legacy (*Shishi-O*)^{B}, Mobility, Power Attack
Skills Climb +5, Intimidate +8 (+10 the same round *Shishi-O* is drawn), Jump –1, Ride +10
Possessions combat gear plus masterwork banded mail, *Shishi-O*, masterwork short sword, *potion of jump, elixir of swimming*, 136 gp

Common Room

Matsuo challenges the PCs in the common room of a tavern.

Improvised Weapons: The inn is full of items that can be used as improvised weapons. Trays can be used as bucklers. Bottles deal 1d4 points of damage (bludgeoning if whole, slashing if broken), tankards deal 1d4 points of bludgeoning damage, and assorted cutting utensils deal 1d4 points of piercing or slashing damage.

Tables

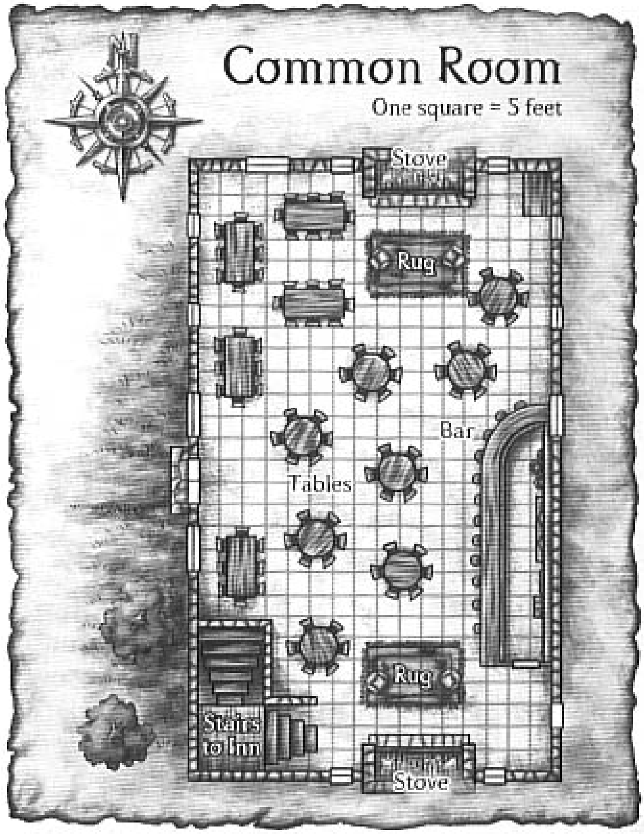
The tables in this inn are sturdy and well built. Characters can leap onto them with a DC 10 Jump check, gaining the benefit of fighting on higher ground. Mugs, plates, and bottles make the footing precarious, though, and a DC 10 Balance check is required to avoid slipping and falling from the table, taking 1d6 points of nonlethal falling damage.

Rugs

These rugs can be yanked out from under an adversary's feet with a successful Strength check opposed by the opponent's Strength or Dexterity check, whichever is higher. If more than one person is standing on the rug, each character must make the check, but all those standing on a rug gain a +2 circumstance bonus on the roll, since it's harder to pull a rug out from under multiple creatures.

Stoves

A character adjacent to a stove can attempt to push an enemy onto it and hold him there. This tactic works like an attempt to deal damage to an opponent in a grapple, except that the grappled character takes 1d6 points of fire damage with a successful grapple check, in addition to any unarmed damage dealt.



SIMPLE BOW

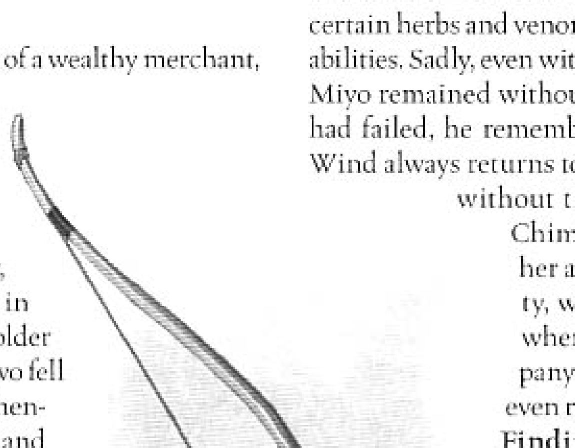
The *Simple Bow* is a wooden longbow of unusual size and asymmetrical shape, with the grip lower down the length of the weapon, making it look awkward to shoot. While its appearance is plain, this bow is exceedingly well made.

Nonlegacy Game Statistics: +1 *longbow*; Cost 2,375 gp.

Omen: With the bow in hand, you can perfectly calculate the distance to any target.

HISTORY

Furukaze Miyo, the spoiled son of a wealthy merchant, traveled everywhere with his father. During these journeys, Miyo was allowed to indulge himself in just about any way he saw fit. One night, after an evening of debauchery, the adolescent found himself in the arms of a wise and lovely older woman named Chimiko. The two fell in love. Miyo met Chimiko whenever he visited the same town, and she came to call him "my Wind," because she knew he'd always return to her. Through Chimiko, Miyo came to love archery, for she spoke often of her great respect for master archers. To show his devotion to her, Miyo vowed to become the world's greatest archer before returning to her arms. At their parting, Chimiko gave Miyo the longbow that would later come to be known as the *Simple Bow*. **(DC 15)**



Though unassuming in appearance, the Simple Bow makes an archer of great skill into one of legendary ability

Illus. by J. Nelson

When Miyo left Chimiko, he was barely a man, but he was shrewd and quick to learn. Before his twentieth birthday he had become an expert archer and supported himself by winning competitions. Miyo spent years learning from unconventional archers willing to share their secrets. These veterans treated Miyo as a younger brother, always impressed with his vigor and discipline. Miyo, however, was never awed by his instructors. The young archer drifted from teacher to teacher, gleaning everything he could from each one. He practiced trick archery to challenge himself and found that firing blindfolded, catching arrows, and avoiding shots came easily to him. **(DC 20; The Arrow is the Master)**

On one occasion, Miyo mentioned to a fellow archer that he most enjoyed the moment before firing an arrow, when the future becomes clear. The other reacted with only a confused stare, and it dawned on Miyo that he might learn more from wise folk than warriors. Ever motivated by his enduring love for Chimiko, Miyo then traveled to monasteries across the country. He heard of a magic of the mind that grew within persons of wisdom, granting them otherworldly powers. He sought those who knew such secrets, and ascetics he met told Miyo that eating mixtures of certain herbs and venoms might let him tap into these abilities. Sadly, even with the aid of such foul remedies, Miyo remained without psionic power. Believing he had failed, he remembered Chimiko's words—"My Wind always returns to me." Miyo realized that even without the understanding he sought, Chimiko would welcome him into her arms again. He was nearly thirty, which had been Chimiko's age when they originally parted company. Miyo wondered if they would even recognize one another. **(DC 25; Finding the Master Within)**

When Miyo was reunited with Chimiko, he was amazed to find that she had not aged a day. For the first time, Chimiko explained that she was not truly human. She was elan—a race with human roots but evolved into much more. She had sought Miyo out so many years earlier because of the psionic potential she sensed in his mind, but he was still too young then to survive the elan evolution process. Chimiko made it clear that if Miyo chose to become elan, he would be immortal but would also lose his lifetime of learning to date. Miyo thought about this. He was worried about how the transformation might change him. Having lived for only thirty years, he could only imagine what a burden immortality might be. He had spent his entire adult life becoming widely recognized as the greatest archer of his time and wondered if he would be able to bear losing that. Miyo eventually decided to let his bow make the decision. He would fire a single arrow into an orchard, using none of his instincts or finely tuned senses. If the arrow

Table 3–39: Simple Bow

	Personal Costs				
Wielder Level	Attack Penalty	Manifester Level Penalty	Hit Point Loss	Power Point Loss	Abilities
5th	—	—	—	—	Call to hand
6th	–1	—	—	—	Curve space +1, lotus mastery
7th	—	—	2	2	—
8th	—	–1	—	—	Draw the mind +2
9th	—	—	2	—	—
10th	—	—	—	2	Curve space +2
11th	—	—	—	—	*+2 longbow*
12th	—	—	2	—	Draw the mind +4
13th	—	—	2	2	Curve space +3
14th	—	–2	—	—	—
15th	—	—	2	—	Draw the mind +6
16th	—	—	—	2	Curve space +4
17th	—	—	—	—	*+2 longbow of speed*
18th	—	—	2	2	*True seeing* 1/day
19th	—	—	2	—	Curve space +5, simple focus
20th	—	—	—	2	Prescience of the bow

struck a tree, he would become elan. If it missed, he would remain human. Miyo closed his eyes and fired. **(DC 30; The Wind Always Returns)**

LEGACY RITUALS

Three rituals are required to unlock all the abilities of the *Simple Bow.*

The Arrow is the Master: You must hit three targets with the *Simple Bow* while blindfolded and at a distance beyond 100 feet. If you fail to strike even one target, the ritual fails. *Cost:* 1,500 gp. *Feat Granted:* Least Legacy (*Simple Bow*).

Finding the Master Within: You have to eat a hallucinogenic blend of plants and poisons prepared by a druid. The concoction costs 1,000 gp. After eating the mixture, you must succeed on a DC 20 Fortitude save. Failure on the save is failure at the ritual and also subjects you to a coma lasting 1d6 days. *Cost:* 11,000 gp. *Feat Granted:* Lesser Legacy (*Simple Bow*).

The Wind Always Returns: You are required to make a journey on foot back to a home that you have left behind. This might be your place of birth, distant ancestral lands, or even a place you first called home. *Cost:* 39,000 gp. *Feat Granted:* Greater Legacy (*Simple Bow*).

WIELDER REQUIREMENTS

The typical wielder of *Simple Bow* is a psionic character who prefers to rely on ranged attacks—most often a psychic warrior.

Simple Bow Wielder Requirements

Ability to manifest 2nd-level psionic powers
Base attack bonus +3
Concentration 2 ranks
Zen Archery (see the sidebar below)

LEGACY ITEM ABILITIES

All the following are legacy item abilities of *Simple Bow.*

Call to Hand (Su): Beginning at 5th level, at will as a move action that does not provoke an attack of opportunity, you can call *Simple Bow* to your hand from anywhere on the same plane.

Curve Space (Su): At 6th level, while you hold *Simple Bow* and are psionically focused, you gain a +1 deflection bonus to Armor Class. This bonus improves to +2 at 10th level, to +3 at 13th level, to +4 at 16th level, and to +5 at 19th level.

Lotus Mastery (Su): At 6th level and higher, you can take 10 on Autohypnosis checks to tolerate poison, even if distractions or threats would normally prevent you from doing so.

Draw the Mind (Su): At 8th level, you gain a +2 enhancement bonus to Wisdom. This bonus improves to +4 at 12th level and to +6 at 15th level.

True Seeing (Sp): Beginning at 18th level, once per day as a move action, you can use *true seeing* as the spell. Caster level 13th.

ZEN ARCHERY [GENERAL]

Your intuition guides your hand when you use a ranged weapon.

Prerequisites: Wis 13, base attack bonus +1.

Benefit: You can use your Wisdom modifier instead of your Dexterity modifier when making a ranged attack roll.

Simple Focus (Su): At 19th level and higher, three times per day, you can expend *Simple Bow's* psionic focus, which functions just as if you had expended your own. The bow automatically refocuses 1 round later.

Prescience of the Bow (Su): Starting at 20th level, once per day, you can apply a +15 insight bonus on any single attack roll, opposed roll, opposed ability or skill check, or saving throw. Activating this ability can be done at any time before the roll is made and does not require an action.

ADVENTURE SEED (EL 6)

Furukaze Miyo was cremated and his remains entombed beneath the Jin monastery many years ago. The monastery is now a scattered ruin surrounded by dense forest. Shortly before Miyo died of natural causes, he used his powerful psionic abilities to bind elemental spirits to a number of terracotta warriors for the purpose of guarding his remains and ensuring they would not be desecrated. In recent years, the powers binding the spirits have begun to wear thin, allowing the terracotta warriors to escape and attack nearby villages. A leader from one of these communities asks the PCs to investigate the ruins of the old monastery and end the strange threat. As an incentive, the leader also reveals that the ancient master was entombed along with all his worldly possessions—the order was by no means an ascetic one. Only three out of nine terracotta warriors remain in the tomb. Explorers who defeat the terracotta warriors can find *Simple Bow* wrapped in fine silks and hanging from a wall.

TERRACOTTA WARRIORS (3) **CR 3**

N Medium construct

Init +0; **Senses** darkvision 60 ft., low-light vision, Listen +0, Spot +0

AC 13, touch 10, flat-footed 13

hp 31 (2 HD); **DR** 5/bludgeoning

Immune construct immunities, immunity to magic

Fort +0, **Ref** +0, **Will** +0

Speed 30 ft. (6 squares)

Melee mwk longspear +4 (1d8+3/×3) or

Melee slam +3 (1d8+3)

Base Atk +1; **Grp** +3

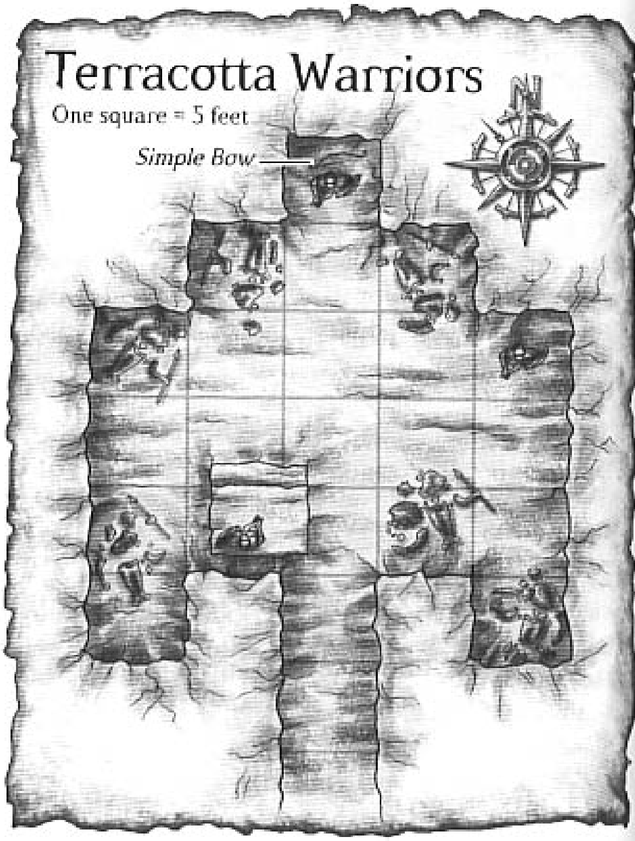
Abilities Str 15, Dex 11, Con —, Int —, Wis 11, Cha 1

SQ berserk

Possessions masterwork longspear

Berserk (Ex) Cumulative 5% chance each round to go berserk. If berserk, attacks the nearest living creature or an object smaller than itself, whichever is within reach. It then moves on to spread more destruction.

Immunity to Magic (Ex) Applies to any spell allowing spell resistance. Affected by certain spells as follows:



A *move earth* spell drives the warrior back 120 feet and deals it 3d12 points of damage. A *disintegrate* spell slows the warrior (as the *slow* spell) for 1d6 rounds and deals it 1d12 points of damage. An *earthquake* spell cast directly on a terracotta warrior stops it from moving on its next turn and deals it 5d10 points of damage. The construct gets no saving throw against any of these effects.

Any magical attack that would deal acid damage to a terracotta warrior instead heals 1 point of damage for every 3 points of damage it normally deals. If the amount of healing causes the warrior to exceed its full normal hit points, it gains any excess as temporary hit points. Temporary hit points last for 1 hour, and the warrior's hit point total cannot increase to more than twice its normal total as a result of exposure to acid damage. A terracotta warrior gets no saving throw against magical attacks dealing acid damage.

Terracotta Warriors

This map depicts a roughly hewn chamber beneath the remains of a collapsed monastery. Digging reveals a buried entrance that leads down a passageway to this area. Nine terracotta warriors once existed here, but only three remain intact, one of which stands in front of a longbow (*Simple Bow*) adorned in fine silks and fabrics.

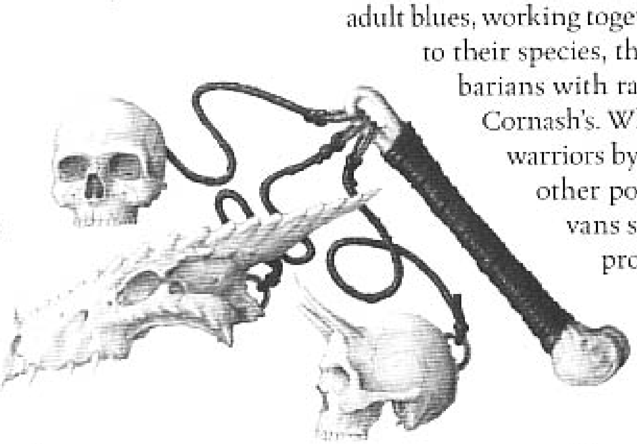
SKULL LASH

Skull Lash is a gruesome flail of crude and barbaric design. The haft is carved from the thighbone of a dire lion and wrapped in dark red leather of questionable origin. Attached to the handle are long, thick leather cords, and at the end of each hangs a different bleached skull.

Nonlegacy Game Statistics: *+1 heavy flail*; Cost 2,315 gp. The flail enhances your existing ability to enter a rage or frenzy, extending the duration of the ability by 1 round.

Omen: When you enter a rage while wielding *Skull Lash*, the skulls on the end of the weapon roar in furious anger.

HISTORY



Skull Lash confers many different abilities on its wielder, depending on the skull it bears

The barbarian tribes of the vast southern scablands believe the skull of a vanquished enemy contains a measure of his might. To possess the skull of one's enemy is to gain not only its knowledge, but also the power that enemy wielded in life. Many warriors of the scablands decorate their armor, shields, and weapons with skulls or pieces of skulls, but only a truly fearsome leader can wield the legendary power of *Skull Lash*. This massive flail has been carried by dozens of chieftains and war-leaders, and each added his personal trophies to the weapon. Today, *Skull Lash* might possess any number of abilities, depending upon the skulls it carries (although only one skull has an effect on the weapon's abilities at any one time). **(DC 15)**

In the scablands, the scions of a powerful warrior dynasty have carried *Skull Lash* for over three hundred years. The weapon has been passed from father to son (and in two exceptional cases, father to daughter) for generations, with each warrior adding the trophies of his or her greatest kills to the weapon. By tradition, the flail is stripped of its previous owner's prizes, but in times of war, the pragmatism of having such a potent weapon often outweighs this tradition. The most recent warrior to wield the flail was Arne, the bodyguard of a powerful chieftain and the most prominent general of his tribe. Arne's fighting prowess was legendary across the scablands, and it is said that the skulls of a blue dragon, a hobgoblin warlord, and a dire lion decorated *Skull Lash* while he carried it. Arne died in battle ten years ago, leaving no heir, and his people claim they buried the flail with him. Such a potent mystical weapon is a temptation to even the most righteous of persons, however, and it is possible some other warrior spirited *Skull Lash* away after Arne was buried. **(DC 18; Rite of the First Skull)**

While Arne was certainly a fearsome fighter, evidence suggests he did not collect all of the skulls adorning *Skull Lash* when he wielded it. His grandfather Cornash is known to have added a blue dragon's skull to the flail, and it is likely this skull is the same one Arne used. Sixty years ago, a mated pair of young adult blues, working together in a fashion uncommon to their species, threatened to destroy the barbarians with raids on the tribes, including Cornash's. While one dragon drew off the warriors by attacking their villages, the other pounced on livestock or caravans supposedly under the tribes' protection. After several such assaults claimed dozens of lives and vast resources in terms of animals and trade goods, Cornash set out with the intent to prove his courage and strength by slaying both dragons. Traveling light and trusting to the scablands to provide for his needs, Cornash tracked the pair for weeks until the female broke off to deal with an encroaching brass dragon trying to claim territory in the scablands. Cornash waited until the fight was brought to its grisly conclusion, then pounced on the weakened blue and slew her. After rendering the beast's head down to polished bone, he trussed the skull to *Skull Lash* and tracked down and vanquished the male. **(DC 25; Rite of the Second Skull)**

Cornash received *Skull Lash* from his mother, the warrior Alnaya, who inherited it from her father after her two brothers died in a rockslide before coming of age. With no male heir to receive *Skull Lash*, that sacred burden fell to Alnaya, who had until that point expected to be married off to a wealthy herdsman and spend her life raising children. She reluctantly took up the training of a warrior. The first test of her pluck came much sooner than she expected, when the witch doctors of a rival tribe, the Black Falcons, ensorcelled a band of hobgoblin warriors and turned them on Alnaya's people. While lesser hobgoblin warriors diverted the major part of the barbarian troops, the foul goblinoids' leader and elite fighters overran the

Illus. by S. Belledin

TABLE 3–40: SKULL LASH

Wielder Level	Personal Costs Attack Penalty	 Save Penalty	 Hit Point Loss	Abilities
5th	—	—	—	Beyond sustenance
6th	—	—	4	—
7th	—	—	—	First skull ability
8th	—	–1	—	—
9th	–1	—	2	*+2 heavy flail*
10th	—	—	—	*False life* 1/day (CL 5th)
11th	—	—	—	*+3 heavy flail*
12th	—	—	2	—
13th	–2	—	—	Second skull ability
14th	—	—	—	*Bestow curse* 1/day
15th	—	—	2	*+4 heavy flail*
16th	—	–2	—	Revitalizing strike
17th	—	—	—	Weathering
18th	—	–3	2	*False life* 2/day (CL 10th)
19th	—	—	2	Third skull ability
20th	—	—	2	*+5 heavy flail*

defenses and began rampaging through the Alnaya's village, cutting a swath of destruction toward the cave where the women, children, and elderly of the tribe hid. Alnaya took up her father's flail without hesitation and faced the monsters together with her tribe's shaman. Thanks to Alnaya's courage and the shaman's spells, the hobgoblin leader fell. The attack was broken, and a week later, when Alnaya led the counterattack against the Black Falcons, the skull of a hobgoblin warlord hung from her flail. **(DC 31; Rite of the Third Skull)**

LEGACY RITUALS

Three rituals are required to unlock all the abilities of *Skull Lash*.

Rite of the First Skull: You must slay a creature with a Challenge Rating of 6 or higher (maximum CR 10), but you need not fight this opponent alone. Once this battle is complete, you have to clean the creature's skull and bind it to *Skull Lash*. *Cost:* 1,700 gp. *Feat Granted:* Least Legacy (*Skull Lash*).

Rite of the Second Skull: You must again claim the skull of an enemy you had a hand in besting—this time one of Challenge Rating 12 or higher (maximum CR 16)—and affix the bone to *Skull Lash*. *Cost:* 12,500 gp. *Feat Granted:* Lesser Legacy (*Skull Lash*).

Rite of the Third Skull: You must kill a foe with a Challenge Rating of 18 or higher, again fastening the slain creature's skull to *Skull Lash*. *Cost:* 40,500 gp. *Feat Granted:* Greater Legacy (*Skull Lash*).

WIELDER REQUIREMENTS

Barbarians have a natural affinity for *Skull Lash*, but any character with a focus on getting up close and personal in combat—including fighters, paladins, and even martial clerics—might find *Skull Lash* useful.

SKULL LASH WIELDER REQUIREMENTS

Base Fortitude save +3
Survival 2 ranks

LEGACY ITEM ABILITIES

All the following are legacy item abilities of *Skull Lash*.

Beyond Sustenance (Su): Starting at 5th level, you are blessed with inhuman fortitude, needing no food or water.

False Life (Sp): At 10th level and higher, once per day on command, you can use *false life* as the spell. Caster level 5th.

Beginning at 18th level, you can use this ability two times per day, and the caster level increases to 10th.

Bestow Curse (Sp): At 14th level and higher, once per day on command, you can use *bestow curse* as the spell. The save DC is 14, or 13 + your Charisma modifier, whichever is higher. Caster level 10th.

Revitalizing Strike (Su): Starting at 16th level, once per day when you hit a living creature with *Skull Lash*, you can heal yourself for 3d8+10 hit points as a swift action. This ability also eliminates any fatigue or exhaustion you currently suffer. Caster level 10th.

Weathering (Su): At 17th level, you gain a +5 resistance bonus on all saves.

Skull Abilities: *Skull Lash* is a mutable legacy weapon, as described on page 206. The specific skull attached to *Skull Lash* grants a group of three mutable legacy abilities, each of which becomes active at a specific level. You can change the selection of mutable legacy abilities by removing the attached skull and affixing another skull. Removing or attaching a skull is a full-round action that provokes attacks of opportunity. *Skull Lash* can accept any skull from a Small, Medium, or Large creature—skulls of especially large or small creatures magically grow or shrink to the appropriate size when attached. Only the skulls of certain types of creatures activate the flail's abilities. Skull abilities are supernatural unless otherwise noted.

Animal Skull: The skull of any animal grants a set of abilities enhancing your savage nature.

At 7th level, you gain a +5 bonus on Survival checks.

At 13th level, you gain the scent ability (see page 314 of the *Monster Manual*).

At 19th level, you gain a +6 enhancement bonus to Constitution.

Humanoid Skull: A humanoid skull grants you insight into the minds of others.

At 7th level, you gain a +5 bonus on Sense Motive checks.

At 13th level and higher, at will as a spell-like ability, you can use *detect thoughts* as the spell. The save DC is 13, or 12 + your Charisma modifier, whichever is higher. Caster level 5th.

At 19th level, you gain a +6 enhancement bonus to Wisdom.

Dragon Skull: When a dragon skull is affixed to *Skull Lash*, you gain the ability to sway weak minds.

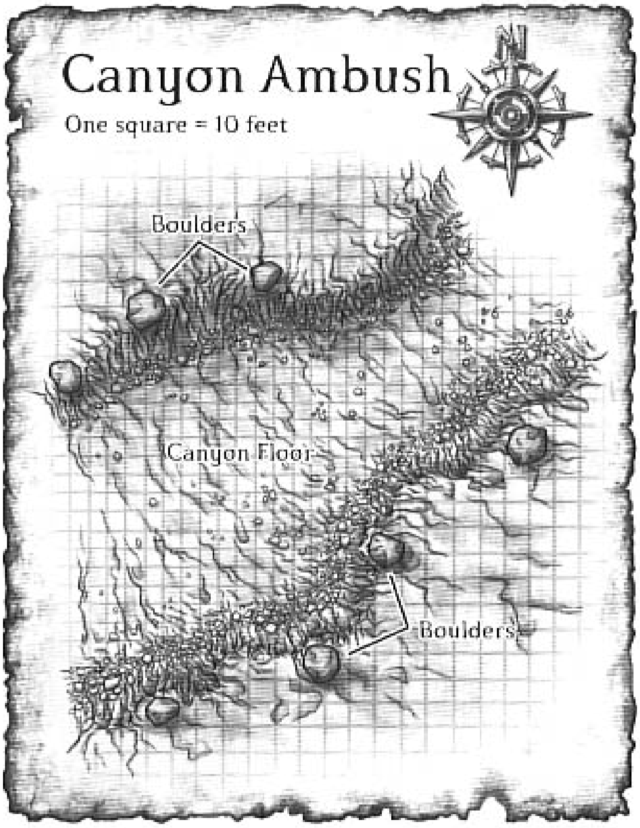
At 7th level, you gain a +5 competence bonus on Intimidate checks.

At 13th level and higher, at will as a spell-like ability, you can use *charm person* as the spell. The save DC is 11, or 11 + your Charisma modifier, whichever is higher. Any creature who successfully saves is immune to this effect for 24 hours. Caster level 10th.

At 19th level, you gain a +6 enhancement bonus to Charisma.

ADVENTURE SEED (EL 7)

While traveling in uncivilized lands, the heroes come across the desiccated corpse of a barbarian warrior clutching *Skull Lash* in its withered hands. The characters might claim the weapon, but if they do, a hunting party from the fallen warrior's people spot the PCs 1d4 days later and recognize the flail. They then begin to trail the party, waiting for an opportune time to strike and reclaim their kinsfolk's weapon.



2nd-Level Barbarians (5): hp 20, 19, 18, 17, 16 (see page 113 of the *Dungeon Master's Guide*).

Canyon Ambush

The small canyon presented on the map is an example of an ambush locale—the barbarians attack from the canyon walls with their ranged weapons, then leap down to engage in melee. The canyon is 20 feet deep in this section, but the barbarians can to slide down without taking damage.

Boulders

These rocks can be dislodged and rolled into the canyon as a full-found action. Those characters caught under a falling boulder take 3d6 points of damage. A DC 15 Reflex save halves the damage. Before they are dropped, the boulders can be used as cover.

Canyon Floor

The terrain in this area is rough, broken, and uneven. It counts as difficult terrain for purposes of movement.

SLING OF THE DIRE WIND

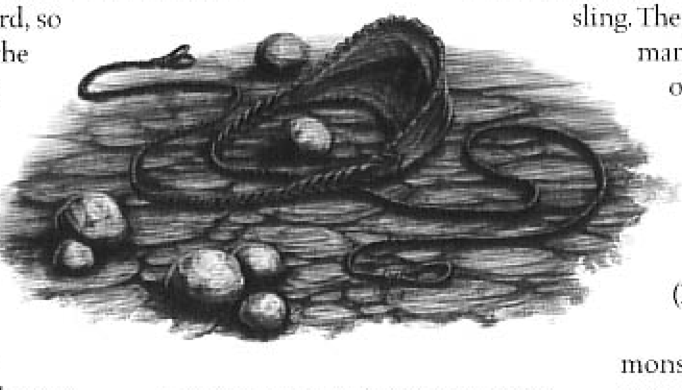
Sling of the Dire Wind is a sling made from dark, tightly woven cord and a thick piece of leather etched with runes written in Giant.

Nonlegacy Game Statistics: *+1 sling*; Cost 2,300 gp. Any stones fired from this sling act as bullets, taking no penalty on attack rolls and dealing normal sling damage. Finally, while sized for Medium creatures, this weapon automatically resizes to fit the hands of a Small wielder and is then treated as a Small sling.

Omen: If the sling is swung overhead while loaded, a light breeze surrounds you.

HISTORY

Sling of the Dire Wind would never have existed had it not been for a quiet boy named Cyril. Cyril's father had given up the art of war and refused to teach his son how to use a sword, so Cyril devoted himself to the humble sling instead. He practiced constantly, mastering the weapon at a young age, hitting any target he set for himself. Then a day came when bandits raided Cyril's village. The robbers where out for blood, having lost a few of their number to a regional guard patrol. Cyril loosed rock after rock at the invaders, knocking them from their horses and incapacitating many. After single-handedly preventing a massacre, the taciturn youth became a peasant hero, and a local militia leader soon offered to train Cyril further. **(DC 15)**



A small stone can smash walls when hurled from the Sling of the Dire Wind

Illus. by M. Phillippi

Against his father's wishes, Cyril readily embraced the soldier's life, but he became famous for his method of slaying monsters. Cyril toppled hill giants with his sling and knocked manticores out of the sky with loosed stones. No matter how much martial training he acquired or how strong he became, his focus never changed. Cyril was neither an outspoken man nor a well-traveled one, preferring the comforts of his rural home. But the moment some creature threatened his community, Cyril was the first to face off against the beast, *Sling of the Dire Wind* in hand.

Like many legendary heroes who cling to their simple lives, Cyril's was torn from him. His fame began to attract challengers, warriors who wanted to test their mettle against the youth who had defeated uncounted foes with nothing more than leather, cord, and stone. **(DC 20; Harness the Gale)**

Cyril wanted none of his fame. His skills were meant for repelling creatures threatening innocent lives, not showmanship. When he was a man, he retreated into seclusion with his wife, hoping the fanfare would subside with his absence. His disappearance only increased his reputation. The aristocracy had become curious about the boy who never missed his mark, and they tracked Cyril down and hounded him until he agreed to demonstrate his skill publicly. After a couple of lackluster shots and more than a few misses, the audience was ready to riot, having traveled so many leagues into the forest for nothing. A group of ogres, attracted by all the noise, suddenly fell upon the crowds. Cyril reacted with instincts honed by conflict, slaying the foul creatures in short order using only his sling. The audience was stunned at the man's true skill. A representative of the king asked Cyril to return to his village, where he would be available to help defend the kingdom in time of need. Cyril reluctantly agreed. **(DC 25; The Modest Way)**

Cyril had dispatched many monsters in his life, making more than a few enemies. Now these foes knew exactly where to find the man and his sling. Life quickly became unbearable in the little village, repeated attacks plaguing the place as if the creatures sought Cyril out. After an ettin wreaked havoc on the community, Cyril's father demanded he leave before more innocents were harmed. Cyril agreed without protest and left again with his wife, but the monsters were unrelenting. A pair of trolls found Cyril's woodland hideaway at a moment when Cyril was out hunting. His wife was alone. Cyril arrived to find the giants standing over his beloved's corpse, and he flew into a murderous rage. One of the trolls died quickly, but Cyril extracted the awful truth from the second. The king had been sending monsters after Cyril, probably hoping the slinger would kill each in its turn—he had become an unwitting exterminator for the crown. With anger beyond reason, Cyril rode to the royal city, stood outside the walls, and launched stone after stone at the fortifications, destroying huge sections of wall with rocks no larger than big pebbles. Archers atop the battlements returned fire. Watching the volley as it arced through the sky toward him, Cyril stood in place for a long moment, throwing his arms wide as the deadly shafts crossed the final few feet. When he closed his arms again, he found himself embracing his beloved. **(DC 30; Simplicity Lost)**

LEGACY RITUALS

Three rituals are required to unlock all the abilities of *Sling of the Dire Wind*.

Harness the Gale: You have to defeat in personal combat a creature with the air subtype and a CR equal to or greater than your level (maximum CR 10). *Cost:* 1,000 gp. *Feat Granted:* Least Legacy (*Sling of the Dire Wind*).

The Modest Way: You must participate in a contest of ranged accuracy, advance to the final round, and bow out before finishing the competition. *Cost:* 13,000 gp. *Feat Granted:* Lesser Legacy (*Sling of the Dire Wind*).

Simplicity Lost: You are required to locate the spot where Cyril's wife died and construct a cairn in her memory, using materials costing at least 5,000 gp (included in the ritual cost). *Cost:* 40,000 gp. *Feat Granted:* Greater Legacy (*Sling of the Dire Wind*).

WIELDER REQUIREMENTS

Any character, from a commoner to a wizard, might wield *Sling of the Dire Wind*, but fighters, rogues, rangers, or monks are the usual candidates.

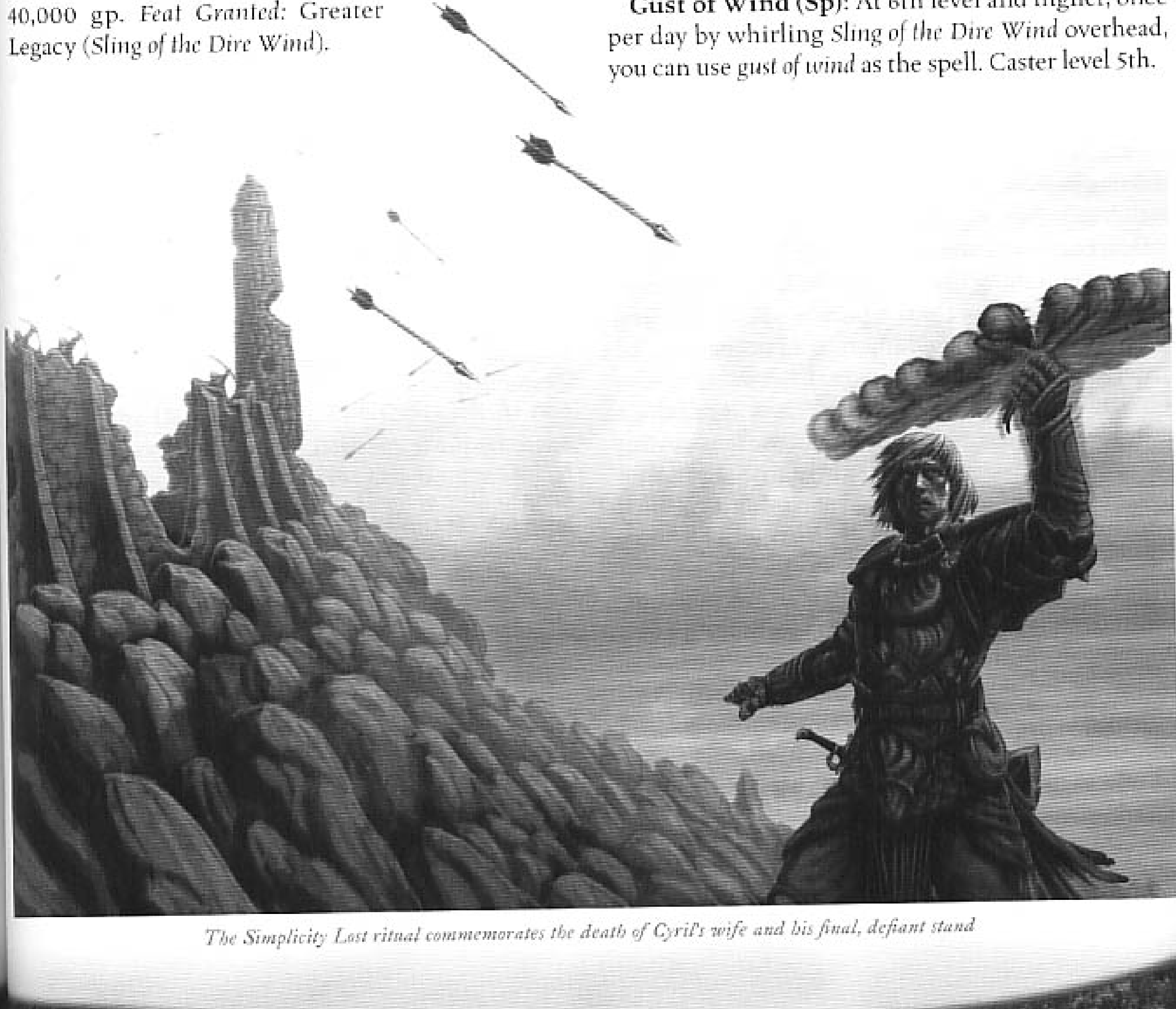
SLING OF THE DIRE WIND
WIELDER REQUIREMENTS
Base Fortitude save +3
Survival 2 ranks

LEGACY ITEM ABILITIES

All the following are legacy item abilities of *Sling of the Dire Wind*.

Stunning Stone (Su): Beginning at 5th level, three times per day, you can declare a stone you are about to sling to be a stunning stone. If the stone hits, the struck target must succeed on a Fortitude save or be stunned for 1 round. The save DC is 11, or 11 + your Charisma modifier, whichever is higher. If the attack misses, the stunning stone attempt is still lost for the day. Only one stunning stone can be used per round.

Gust of Wind (Sp): At 6th level and higher, once per day by whirling *Sling of the Dire Wind* overhead, you can use *gust of wind* as the spell. Caster level 5th.



The Simplicity Lost ritual commemorates the death of Cyril's wife and his final, defiant stand

Illus. by M. Phillippi

TABLE 3–41: SLING OF THE DIRE WIND

	Personal Costs			
Wielder Level	Attack Penalty	Will Save Penalty	Hit Point Loss	Abilities
5th	—	—	—	Stunning stone 3/day
6th	–1	—	—	*Gust of wind* 1/day
7th	—	–1	2	*+2 sling*
8th	—	—	2	Pebble to boulder (+2 sizes)
9th	—	–2	—	—
10th	—	—	2	Destructive power
11th	—	—	—	*+2 giant bane sling*
12th	–2	—	—	Pebble to boulder (+3 sizes)
13th	—	—	—	—
14th	—	—	2	*+3 giant bane sling*
15th	—	–3	—	*Wind wall* 3/day
16th	—	—	2	Pebble to boulder (+4 sizes)
17th	—	—	—	*+4 giant bane sling*
18th	–3	—	—	Forceful strike
19th	—	—	—	*+5 giant bane sling*
20th	—	–4	—	Pebble to boulder (+5 sizes)

Pebble to Boulder (Su): When you attain 8th level, any stone or bullet slung from *Sling of the Dire Wind* deals damage as if you and the weapon were two size categories larger than you truly are. This effective size for purposes of damage dealt increases by one every four levels after 8th, as noted on Table 3–41. For example, in the hands of a Medium creature, *Sling of the Dire Wind* deals 1d8 points of damage at 8th level, 2d6 points of damage at 12th level, 3d6 points of damage at 16th level, and 4d6 points of damage at 20th level.

Destructive Power (Su): At 10th level and higher, ammunition slung from *Sling of the Dire Wind* is considered adamantine for the purpose of overcoming damage reduction (in addition to any other special material the ammunition is actually composed of).

Wind Wall (Sp): Beginning at 15th level, three times per day on command, you can use *wind wall* as the spell. You can create only a cylindrical wall, and the ammunition you sling from *Sling of the Dire Wind* is unaffected by the spell. Caster level 10th.

Forceful Strike (Su): At 18th level and higher, any creature struck by a stone or bullet slung by *Sling of the Dire Wind* can be pushed back as if by a bull rush. For resolving the bull rush, the stone's Strength modifier is +15. The stone can't push a target back more than 5 feet.

ADVENTURE SEED (EL 6)

The day Cyril died, the air spirits of the forests took *Sling of the Dire Wind* before anybody else claimed it. A guardian was assigned to watch over the weapon until a replacement worthy of Cyril's legacy could be found. Rumors suggest the sling has since been spotted dangling from a tree branch in the forest one moment, only to disappear the next. In the deep wilderness, the heroes happen to spot a sling in just such a precarious position. Reaching for the sling causes an air steward to appear, and the creature does battle to defend the weapon from unworthy hands.

AIR STEWARD CR 6

Air elemental ranger 2
N Medium elemental (extraplanar, air)
Init +11; **Senses** darkvision 60 ft., Listen +6, Spot +6
Languages Auran

AC 20, touch 17, flat-footed 13
hp 42 (6 HD)
Immune critical hits, flanking, paralysis, poison, sleep, stunning
Fort +6, **Ref** +14, **Will** +3

Speed fly 100 ft. (perfect) (20 squares)
Melee slam +11 (1d6+3) or
Ranged *Sling of the Dire Wind* +13 (1d4+3)
Base Atk +5; **Grp** +7
Atk Options favored enemy humans +2, Point Blank Shot, stunning stone, whirlwind
Special Actions air mastery
Spell-Like Abilities (CL 5th; only with *Sling of the Dire Wind*):
1/day—*gust of wind*

Abilities Str 14, Dex 24, Con 14, Int 9, Wis 14, Cha 8
SQ wild empathy +1 (–3 magical beasts)
Feats Flyby Attack, Improved Initiative^B, Least Legacy (*Sling of the Dire Wind*)^B, Point Blank Shot, Rapid Shot^B, Track^B, Weapon Finesse^B, Weapon Focus (sling)
Skills Listen +6, Search + 3, Spot +6, Survival +7
Possessions *Sling of the Dire Wind* with 20 stones

Air Mastery (Ex) Airborne creatures take a –1 penalty on attack and damage rolls against an air steward.

Stunning Stone (Su) 3/day can declare a slung projectile a stunning stone before making an attack roll. Struck target must make a DC 11 Fortitude save or be stunned for 1 round. A miss wastes the use.

Whirlwind (Su) Once every 10 minutes, transform into whirlwind for 2 rounds; 5-foot base, up to 30-foot top, 10–30 feet tall. Move at fly speed. Does not provoke attacks of opportunity in whirlwind form. Cannot attack or threaten an area in whirlwind form.

Small or smaller creatures must succeed on a DC 14 Reflex save or take 1d6 points of damage, and a second DC 14 Reflex save to avoid being picked up and held. A flying creature can attempt a Reflex save to escape (but still takes damage). The air steward can eject carried creatures at any time. Those caught in the whirlwind take a –4 penalty to Dexterity, a –2 penalty on attack rolls, and must make a Concentration check (DC 15 + spell level) to cast a spell. The whirlwind can only contain as many creatures as fit in its volume.

If the base touches the ground, it creates a swirling cloud of debris centered on the air steward, diameter half the whirlwind's height, obscures all vision (including darkvision) beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud must make a Concentration check (DC 15 + spell level) to cast a spell.

Air Steward's Realm

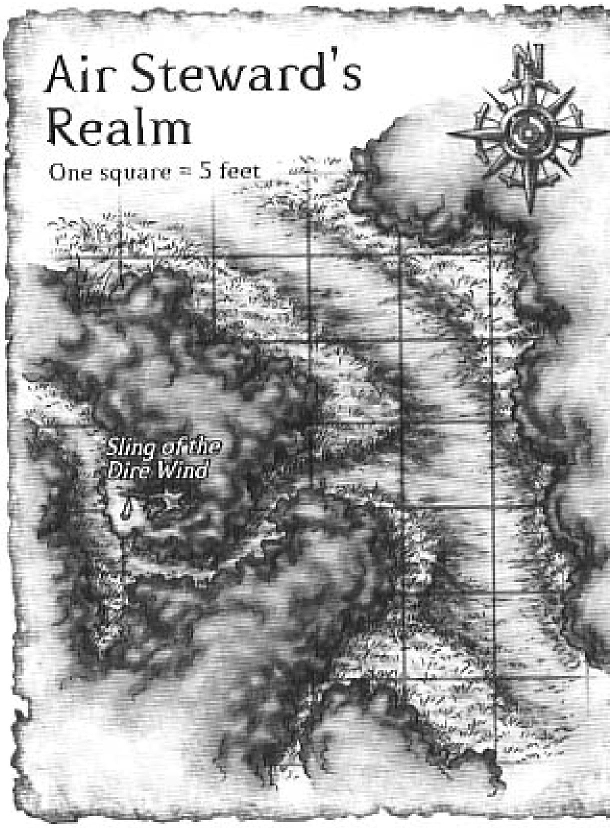
This map depicts a peaceful stretch of walkway through the forest. Off to one side, almost as an afterthought, a sling dangles from a branch, swaying in the breeze.

Sling of the Dire Wind

A DC 15 Spot check allows a character to notice the sling, which is not immediately visible from the path.

USEFUL FEATS FOR SLING WIELDERS

Although characters of any class and race can wield Sling of the Dire Wind, halflings have a special affinity with slings. Despite its low initial damage (even less for a Small wielder), a number of feats from *Races of the Wild* make the sling a devastating weapon even before its legacy abilities kick in. With their natural abilities in hiding and climbing, as well as their affinity for the rogue class with its sneak attack ability, halflings are especially suited to these feats.



The Woodland Archer tactical feat from that book is an interesting complement, once the wielder's attack bonus is high enough. It offers several options that make attacks from even a nonlegacy sling accurate and deadly.

Able Sniper

You are accomplished at remaining unseen when you're sniping with a ranged weapon.

Prerequisites: Dex 13, Hide 5 ranks.

Benefit: You gain a +2 bonus on ranged attack rolls with a weapon made against flat-footed targets that are at least one range increment away. In addition, you gain a +4 bonus on Hide checks made to hide again after you have made an attack roll while hiding (see page 76 of the *Player's Handbook*).

Plunging Shot

You can use the force of gravity to make your ranged attacks deal extra damage if your target is below you.

Prerequisites: Dex 13, Point Blank Shot.

Benefit: If your target is at least 30 feet lower than you, you deal an extra 1d6 points of damage with a thrown or projectile weapon.

STAFF OF THE TORRENT MOONS

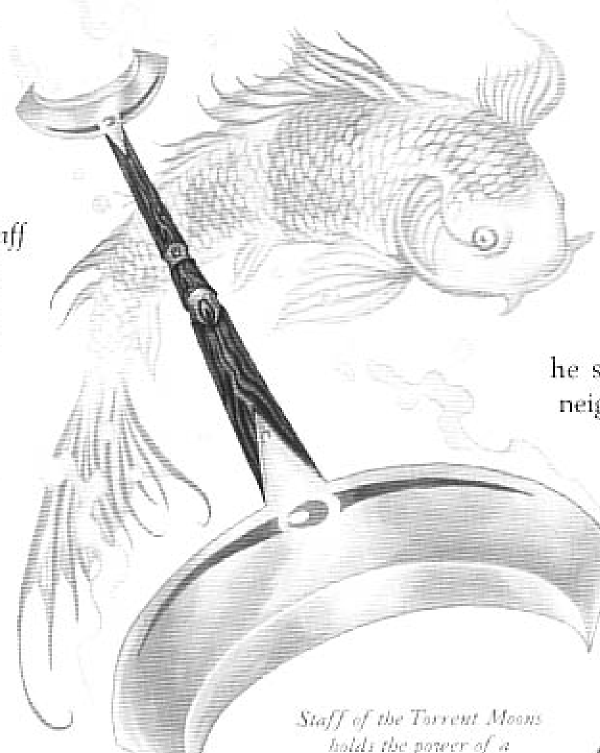
Staff of the Torrent Moons is a lajatang, composed of a darkwood shaft with two crescent-shaped blades, forged from a rare blue-tinted metal, attached to either end.

Nonlegacy Game Statistics: Masterwork/+1 *lajatang*; Cost 2,720 gp; Dmg 1d8+1/1d8; Critical ×2; Range Increment —; Weight 7 lb.; Type Slashing. The lajatang is an exotic, two-handed, double weapon that can be proficiently wielded by any character with the Exotic Weapon Proficiency (lajatang) feat. A character can fight with a lajatang as if fighting with two weapons, incurring all the normal attack penalties of using a one-handed weapon and a light weapon. A monk who is proficient with the lajatang can wield it as a special monk weapon. Each end counts as a separate weapon for the purpose of the flurry of blows ability, similar to how the quarterstaff works.

Omen: While carrying *Staff of the Torrent Moons*, you and your equipment are instantly dried whenever you emerge from a body of water.

HISTORY

Inukai Satoru was born to unwedded parents who loved each other deeply. Shortly after the boy's birth, however, his father drowned in a flood while saving Satoru's mother from the deluge. Without much propriety, the eldest son of the local noble family then began to court Satoru's beautiful mother, and she accepted the noble's marriage proposal soon after, even with the condition that she must give up her illegitimate son. Still a child, Satoru was less upset with losing his mother than he was at the disrespect the woman showed her former love, acting as if the heroic man never existed. Satoru was sent to the nearest monastery and became a dedicated student, training almost exclusively with a crescent-bladed weapon chosen for him by his teacher. That lajatang came to be known as *Staff of the Torrent Moons*. **(DC 15)**



Staff of the Torrent Moons holds the power of a river monster

Illus. by J. Nelson

Satoru later learned that a neighboring noble was responsible for the flood that killed his father—the noble's soldiers had sabotaged a nearby dam. With patience, the youngster honed his martial skills and bided his time. At twenty-two years of age, the young warrior purchased a horned mask at a street fair and began hunting the retainers of his father's murderer. He wore the mask to protect his monastery from any connection with his actions, and its use earned Satoru the name *mizubakemono* ("river monster") because he also ambushed his victims from waterways. In fact, the *mizubakemono* dragged more than a few unfortunates underwater, still kicking and screaming. When word reached Kuemon, the lord of Satoru's prefecture, that a river monster was inflicting casualties to his rival clan, he didn't believe the tales. He knew a man was responsible. Kuemon offered a reward to anyone who could prove that a man was the *mizubakemono*, and Satoru felt the money could benefit his monastery. **(DC 20; Inherit the River)**

Satoru presented himself to Kuemon. The aging lord told Satoru that ever since he started his personal war, the neighboring aristocrat would counter by ordering more raids against their territory, slaughtering untold peasants in retaliation. Satoru was devastated. His selfish desire for revenge was responsible for the loss of innocent lives, and he immediately offered to sacrifice his own to end the hostilities. When word spread that a monk of the local monastery had turned himself in, Satoru's mother knew the man was her son. She went to Satoru and urged him to reconsider, but the young man's bitterness toward the woman wouldn't allow him to listen. As she made to leave, she revealed a secret she had long held—Kuemon was the one responsible for the perpetuation of hostilities between the rival clans. It was he who secretly ordered villages burned to rouse the peasantry against the adjacent region. In fact, he had been ultimately responsible for the destruction of the dam that had resulted in the death of Satoru's father. Satoru suddenly realized

TABLE 3–42: STAFF OF THE TORRENT MOONS

	Personal Costs				
Wielder Level	Attack Penalty	Skill Check Penalty	Hit Point Loss	Skill Point Loss	Abilities
5th	—	—	—	—	*Obscuring mist* at will
6th	—	—	2	4	+1/+1 *lajatang*
7th	–1	—	—	—	Speed of fin
8th	—	–1	—	—	—
9th	—	—	—	2	River of plenty
10th	—	—	2	—	Water breathing
11th	—	—	—	—	*+2/+2 lajatang*
12th	—	—	—	2	Speak with aquatic animals
13th	–2	—	—	—	Celestial porpoise companion
14th	—	—	2	—	*Shape of carp* 1/day
15th	—	—	—	2	*Summon fish swarm* 5/day
16th	—	–2	—	—	Flooding the fields 1/day
17th	—	—	—	—	*+2 axiomatic/+2 holy lajatang*
18th	—	—	2	2	*Cure critical wounds* 3/day
19th	—	–3	—	2	*Horrid wilting* 1/day
20th	—	—	—	2	*+3 axiomatic/+3 holy lajatang*

that his whole life had been guided toward this very moment. He thanked his mother, embraced her, and quickly went to consult the wisest among his monastic peers. The story Satoru had been told was confirmed through their divine insight. **(DC 25; Following Through)**

The next day, Satoru began the ritual of self-sacrifice by laying his weapons on the ground, knowing Kuemon would come to watch. The young monk only pretended to prepare for his coming death. As Kuemon arrived and took his seat, Satoru rose and challenged the old man, revealing all he had been told. Kuemon's warriors rushed to defend their lord, but Satoru was merciful to them, disabling each with nonlethal blows. As his last guardian went down, Kuemon fell to his knees and begged for mercy. Satoru gave that kindness on the price that Kuemon reveal his crimes to all present, which the aging noble immediately did. Kuemon was then forced to save what little honor remained to him by enacting the self-sacrifice ritual upon himself. Satoru's stepfather became the new ruler. He ruled justly, and for the first time in thirty years, peace settled on the land. Before long, Satoru formed the Twin Tides monastery, which valued accountability and truth above all else. Its members became respected peacekeepers. When Satoru eventually died of old age, he left *Staff of the Torrent Moons* to be inherited by the most promising student of each generation. **(DC 30; Opposing Corruption)**

LEGACY RITUALS

Three rituals are required to unlock all the abilities of *Staff of the Torrent Moons*. A student of the Twin Tides monastery who is entrusted with this weapon receives instruction in how to perform the Inherit the River ritual.

Inherit the River: You are required to defeat in single combat a creature with the water subtype. Your foe's Challenge Rating must equal or exceed your character level. *Cost:* 1,000 gp. *Feat Granted:* Least Legacy (*Staff of the Torrent Moons*).

Following Through: You must locate the dependants or family of an honorable opponent you had a hand in slaying. This done, you must help them if they are in need and you are capable of rendering aid. *Cost:* 12,000 gp. *Feat Granted:* Lesser Legacy (*Staff of the Torrent Moons*).

Opposing Corruption: You must investigate and undermine any governing body that endangers or takes advantage of innocent people. Each time you fail to act in a manner required by this pledge, you lose the two highest-level abilities of *Staff of the Torrent Moons* to which you have access. The loss lasts for one day. *Cost:* 40,000 gp. *Feat Granted:* Greater Legacy (*Staff of the Torrent Moons*).

WIELDER REQUIREMENTS

Most wielders of *Staff of the Torrent Moons* are monks, but any martial character can be effective with this weapon.

STAFF OF THE TORRENT MOONS WIELDER REQUIREMENTS

Base attack bonus +3
Swim 4 ranks
Exotic Weapon Proficiency (lajatang)

LEGACY ITEM ABILITIES

All the following are legacy item abilities of *Staff of the Torrent Moons.*

Obscuring Mist (Sp): Starting at 5th level, at will, you can use *obscuring mist* as the spell. You can drop the mist as a standard action. Caster level 5th.

Speed of Fin (Su): At 7th level, you gain a swim speed equal to your base land speed. This feature also grants a +8 bonus on Swim checks and allows you to take 10 on Swim checks even while distracted or endangered. You can use the run action while swimming, provided you swim in a straight line.

River of Plenty (Su): At 9th level and higher, three times per day on command, you can use *create water* as the spell. *Staff of the Torrent Moons* must be touched to a container for this feature to work, the water appearing inside the container. If you are good-aligned, this ability might optionally be used to create 1 pint of holy water inside the container. Caster level 5th.

Water Breathing (Su): Starting at 10th level, you can breathe underwater as if constantly under the effect of a *water breathing* spell. Caster level 10th.

Speak with Aquatic Animals (Su): At 12th level, you gain the ability to communicate verbally with all aquatic animals as if constantly under the effect of a *speak with animals* spell. Caster level 7th.

Celestial Porpoise Companion (Su): At 13th level and higher, with a swift action, you can summon a celestial porpoise into any body of water within 30 feet that is large enough to contain the creature. The porpoise understands your speech and follows your commands perfectly. It remains until slain (in which case it cannot be summoned again for 24 hours) or dismissed (a swift action). This ability can be used as often as desired, but only one porpoise companion can be present at any one time.

Shape of Carp (Sp): Beginning at 14th level, once per day, you can touch *Staff of the Torrent Moons* to a target and utter a command word, transforming that creature into a Tiny fish (as a *baleful polymorph* spell). The save DC is 17, or 15 + your Charisma modifier, whichever is higher. Targets not already immersed in water gain a +4 bonus on the Fortitude save to resist this effect. Caster level 11th.

Summon Fish Swarm (Sp): At 15th level and higher, five times per day on command, you can summon a swarm of Tiny fish (as the *summon swarm* spell) into any body of water large enough to hold the swarm. This swarm has statistics identical to the rat swarm (see page 239 of the *Monster Manual*), except it has no land speed and no special attacks. It has a Swim speed of 20 feet and the following skill bonuses in place of the rat swarm's: Hide +10, Listen +3, Spot +7, Swim +15. Caster level 10th.

Flooding the Fields (Su): Beginning at 16th level, once per day on command, you can touch *Staff of the Torrent Moons* to any body of water and cause it to rise

THE TWIN TIDES MONASTERY

Inukai Satoru established the monastery called Twin Tides to train pupils in what he called the Way of Water. Not simply a combat style, it is a way of life that teaches honor and respect by living its principles. Master Inukai's most famous teaching is, "Be the pool below the waterfall. Let your surface be calm, hiding the depths within." In an expression of this philosophy, the Twin Tides Monastery was built by a mountain stream that falls in cascades into a series of pools. The monastery building itself straddles the largest of the waterfalls, with an open floor in the center of the meditation hall through which students can contemplate the rushing water below. About 30 feet below this cascade is a deep pond whose surface is remarkably tranquil (except right below the falls). Within this pond rests the *Staff of the Torrent Moons*. The water's depth and the strong current make simply entering this pool a challenge (Swim DC 15), even without the ever-vigilant water sentry.

Daily exercises at the monastery include immersion in the stream's bone-chilling waters, to train the body to resist physical discomfort, as well as to sluice away impurities of body and mind. Students learn to slow their breathing almost to a stop and enter a trancelike state in which they can slow the effects of poison, suffocation, and so forth. In game terms, these students gain ranks in the Autohypnosis skill (*Expanded Psionics Handbook*, page 36). In fact, many students train as psychic warriors or enter the fist of Zuoken prestige class (*Expanded Psionics Handbook*, page 144) to further hone their mental powers.

To join the monastery, a candidate must be of lawful alignment and demonstrate a commitment to honor and justice. Initiation is grueling, involving a battery of probing interviews interspersed with exercises involving difficult ethical challenges (often a choice between two unhappy outcomes). The student is allowed no food or sleep during that time. Only the most disciplined spirits pass such a test.

Monks of the Twin Tides are itinerant, being much sought after for their honorable and wise judgment in overseeing contracts or resolving disputes. The chosen one who wields *Staff of the Torrent Moons* is usually an emissary to imperial courts.

in height by up to 20 feet, as if with the raise water version of *control water*. This affects an area of water up to 100 feet on a side. Caster level 10th.

Cure Critical Wounds (Sp): At 18th level and higher, three times per day, you can use *cure critical wounds* as the spell by touching *Staff of the Torrent Moons* to the creature to be healed (including yourself) and speaking a command word. If both you and the target stand in water, the spell is maximized. Caster level 13th.

Horrid Wilting (Sp): Starting at 19th level, once per day on command, you can subject a single living creature within 400 feet to *horrid wilting* as the spell. The save DC is 22, or 18 + your Charisma modifier, whichever is higher. Caster level 15th.

ADVENTURE SEED (EL 6)

From among each generation of students trained at the monastery of Twin Tides, usually only one exemplifies the highest standards of the monastery's teachings. This student is given a chance to wield *Staff of the Torrent Moons*, the lajatang once carried by Inukai Satoru, the monastery's founding father. Satoru used the abilities of *Staff of the Torrent Moons* to overthrow corruption in the land, and in the right hands, those abilities can be awakened again. When Master Inukai felt his life nearing an end, he took his lajatang into the mountains and asked the river spirits to protect the weapon. *Staff of the Torrent Moons* appears only in a specific pond and only when a worthy student is present. Reaching for the lajatang evokes a water sentry, an elemental creature who uses the lajatang to test the would-be wielder. Defeating the water sentry allows *Staff of the Torrent Moons* to be taken from the pond.

WATER SENTRY CR 6

Water elemental monk 2
N Medium elemental (extraplanar, water)
Init +2; **Senses** darkvision 60 ft., Listen +5, Spot +5
Language Aquan

AC 22, touch 14, flat-footed 20
hp 43 (6 HD)
Immune critical hits, flanking, paralysis, poison, sleep, stunning
Resist evasion
Fort +10, **Ref** +6, **Will** +6

Speed 20 ft. (4 squares), swim 90 ft.
Melee *Staff of the Torrent Moons* +9 (1d8+5) or
Melee *Staff of the Torrent Moons* +8/+8 (1d8+5) with flurry of blows or
Melee unarmed strike +8 (1d6+4) or
Melee unarmed strike +7/+7 (1d6+4) with flurry of blows or
Melee slam +8 (1d8+6)
Base Atk +4; **Grp** +8
Atk Options Cleave, Combat Reflexes, Stunning Fist, Power Attack
Special Actions drench, vortex, water mastery
Spell-Like Abilities (CL 5th, only with *Staff of the Torrent Moons*):
At will—*obscuring mist*

Abilities Str 19, Dex 14, Con 16, Int 10, Wis 14, Cha 8
Feats Cleave, Combat Reflexes^{B}, Exotic Weapon Proficiency (lajatang), Improved Unarmed Strike^{B}, Least Legacy (*Staff of the Torrent Moons*)^{B}, Power Attack, Stunning Fist^{B}
Skills Listen +6, Spot +6, Tumble +8, Swim +16*
*Can always choose to take 10 on a Swim check. Can use the run action while swimming in a straight line.
Possessions *Staff of the Torrent Moons*

Drench (Ex) Touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origins of Large size or smaller. Can dispel magical fire it touches as *dispel magic* (caster level 4th).

Vortex (Su) Once every 10 minutes, while in water, transform into whirlpool for 2 rounds; 5-foot base, up to 30-foot top, 10 to 30 feet tall. Move at swim speed. Cannot attack or threaten an area while in vortex form. Does not provoke attacks of opportunity in vortex form.

Small or smaller creatures must succeed on a DC 15 Reflex save or take 1d6 points of damage, and a second DC 15 Reflex save is required to avoid being swept up and held. A swimming creature can attempt a Reflex save to escape (but still takes damage). The water sentry can eject carried creatures at any time. Those caught in the vortex take a –4 penalty to Dexterity and a –2 penalty on attack rolls and must make a Concentration check (DC 10 + spell level) to cast a spell. The vortex can only contain as many creatures as fit inside its volume.

If the base touches the bottom, it creates a swirling cloud of debris centered on the water sentry, diameter half the vortex's height, obscures all vision (including darkvision) beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud must make a Concentration check (DC 15 + spell level) to cast a spell.

Water Mastery (Ex) +1 bonus on attack rolls and damage rolls if both it and its foe touch water; –4 penalty on attack rolls and damage rolls against landbound opponents.

STALKER'S BOW

Stalker's Bow is a composite shortbow. Its leather-wrapped handgrip not only bears signs of extensive use, but also great care on the part of previous owners.

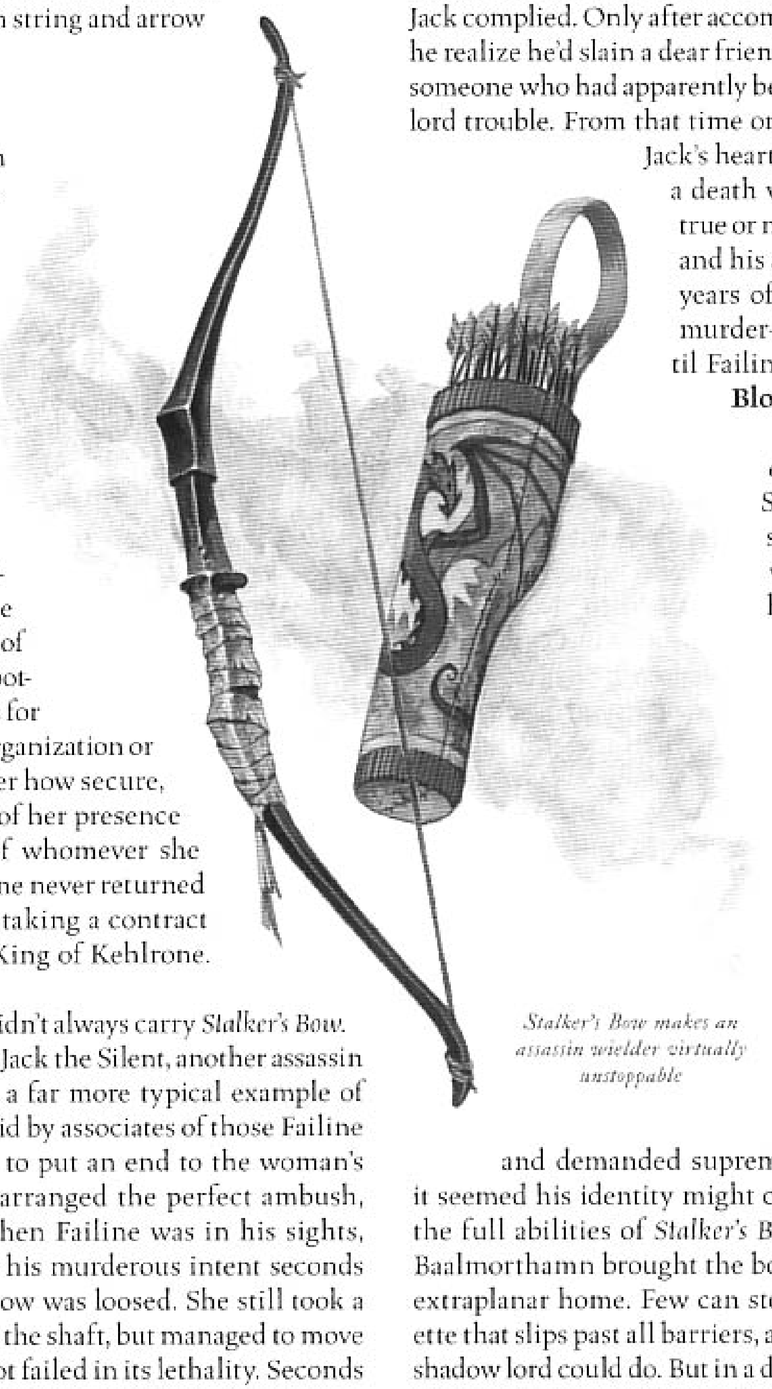
Nonlegacy Game Statistics: *+1 composite shortbow;* Cost 2,375 gp. You gain a +1 competence bonus on Move Silently checks.

Omen: Stalker's Bow makes no sound when you fire it—both string and arrow are totally silent.

HISTORY

The renowned assassin Failine Namdraki was the last known owner of the shortbow known as *Stalker's Bow*. Failine, a dark-haired vigilante said to hail from eastern lands, was well known for taking only certain types of work. She accepted contracts to avenge wrongs, to stop reigns of evil, and to end wars rooted in greed. Infamous for striking within any organization or government, no matter how secure, she never left a trace of her presence besides the corpse of whomever she came to slay. But Failine never returned home after allegedly taking a contract to eradicate the Fey King of Kehlrone. **(DC 15)**

Failine Namdraki didn't always carry *Stalker's Bow*. She "acquired" it from Jack the Silent, another assassin of some repute. Jack, a far more typical example of his profession, was paid by associates of those Failine had slain in the past to put an end to the woman's do-gooder ways. He arranged the perfect ambush, or so he thought. When Failine was in his sights, she somehow sensed his murderous intent seconds before the killing arrow was loosed. She still took a grievous wound from the shaft, but managed to move just enough so the shot failed in its lethality. Seconds later, Failine turned the tables on Jack, slaying him in his hunter's blind and claiming *Stalker's Bow* for herself. **(DC 18; Accept the Pain)**



Stalker's Bow makes an assassin wielder virtually unstoppable

Illus. by J. Nelson

Jack the Silent, a reaver from the shadowed lands of Nok, was known as a man of vacant conscience. But this was not always so. The shadow lord of Nok gave *Stalker's Bow* to Jack, but the gift came at a price. The terms were that Jack had to undertake a job in which he was allowed no prior research on his mark—he simply had show up at an indicated place and slay all who resided therein. Eager for a reward from a shadow lord, Jack complied. Only after accomplishing the deed did he realize he'd slain a dear friend from his childhood, someone who had apparently been giving the shadow lord trouble. From that time onward, all pity died in Jack's heart, and some say he had a death wish. Whether this is true or not, none survived Jack and his *Stalker's Bow* in all the years of their partnership in murder—that is, nobody until Failine Namdraki. **(DC 25; Blood From a Friend)**

Before giving *Stalker's Bow* to Jack the Silent, the nameless shadow lord of Nok wielded the weapon himself. The shadow lord's hidden name was Baalmorthamn, and he was a creature from another world come to trouble those who knew not his secret origin or true powers. As a shadow lord of Nok, just one of a cabal of obscure despots who ruled the surrounding lands as puppet regimes, Baalmorthamn enjoyed and demanded supreme privacy. Whenever it seemed his identity might come to light, he used the full abilities of *Stalker's Bow* to end the threat. Baalmorthamn brought the bow with him from his extraplanar home. Few can stop an ethereal silhouette that slips past all barriers, and that's just what the shadow lord could do. But in a dimension not his own, Baalmorthamn rapidly aged, and as his flesh became infirm, he gave the bow to his most trusted servant—Jack the Silent. **(DC 31; Trial of the Outsider)**

TABLE 3–43: STALKER'S BOW

Wielder Level	Save Penalty	Skill Check Penalty	Hit Point Loss	Skill Point Loss	Abilities
	Personal Costs				
5th	—	—	—	—	Adjustable draw
6th	—	—	2	3	Obscurity
7th	–1	–1	—	—	—
8th	—	—	—	3	*+2 composite shortbow*
9th	—	—	—	—	—
10th	—	—	2	—	Deadly sniper 3/day
11th	—	—	—	—	*+3 composite shortbow*
12th	—	—	—	—	Darkvision
13th	—	—	—	3	—
14th	—	–2	—	—	*+4 composite shortbow*
15th	—	—	—	—	—
16th	—	—	—	3	See invisibility
17th	—	—	—	—	*+5 seeking composite shortbow*
18th	—	—	—	3	Stalker's insight 1/day
19th	—	–3	—	—	—
20th	—	—	—	3	Ethereal hunter

LEGACY RITUALS

Three rituals are required to unlock all the abilities of *Stalker's Bow.*

Accept the Pain: You must allow another character proficient with shortbows to shoot you point blank with *Stalker's Bow,* dealing you damage. *Cost:* 1,875 gp. *Feat Granted:* Least Legacy (*Stalker's Bow*).

Blood From a Friend: You are required to deal damage to a close friend or ally with a point blank shot from *Stalker's Bow. Cost:* 12,700 gp. *Feat Granted:* Lesser Legacy (*Stalker's Bow*).

Trial of the Outsider: You have to defeat an outsider in personal combat. The creature's CR must be equal to or greater than your character level. *Cost:* 40,500 gp. *Feat Granted:* Greater Legacy (*Stalker's Bow*).

WIELDER REQUIREMENTS

Stalker's Bow is useful to stealthy types, including rogues and rangers, as well as those who would like to be stealthier, such as barbarians.

STALKER'S BOW WIELDER REQUIREMENTS

Hide 1 rank
Move Silently 1 rank

LEGACY ITEM ABILITIES

All the following are legacy item abilities of *Stalker's Bow.*

Adjustable Draw (Su): Starting at 5th level, *Stalker's Bow* deals extra damage equal to your Strength bonus.

Obscurity (Su): At 6th level, you gain a +5 competence bonus on Hide checks.

Deadly Sniper (Su): Beginning at 10th level, you can reroll any roll made to confirm a critical threat against a flat-footed target. This ability can be used three times per day, but you must declare its use before the DM announces the success or failure of the initial roll.

Darkvision (Su): At 12th level, you gain darkvision with a range of 60 feet.

See Invisibility (Su): Starting at 16th level, while you are holding, wearing, or wielding *Stalker's Bow,* you can see invisible creatures or objects, as if continually affected by the *see invisibility* spell. Caster level 10th.

Stalker's Insight (Su): At 18th level and higher, once per day on command, you gain a +10 insight bonus on Hide, Listen, Move Silently, Spot, and Survival checks for 1 hour. Afterward, you must succeed on a DC 15 Fortitude save or become fatigued.

Ethereal Hunter (Su): Beginning at 20th level, you gain the ability to become ethereal for a total of 10 rounds per day. These rounds need not be used consecutively. While activating this ability is a standard action, dismissing it is a free action.

ADVENTURE SEED (EL 6)

While exploring the edges of a large forest, the adventurers are suddenly attacked by a group of bow-wielding satyrs. While most of the satyrs wield regular shortbows, one has a magic bow (*Stalker's Bow*). The satyr doesn't know his bow is a legacy item, having found it years ago in a barrow deeper in the forest. None of the satyrs have pipes.

Satyrs (4): 22 hp each (see page 219 of the *Monster Manual*).

STEADFAST

Steadfast is a sharp, curved sword designed for use by creatures who can turn their Small size into a tactical melee advantage. Carvings of creeping ivy adorn the blade, organically complementing the entire weapon design.

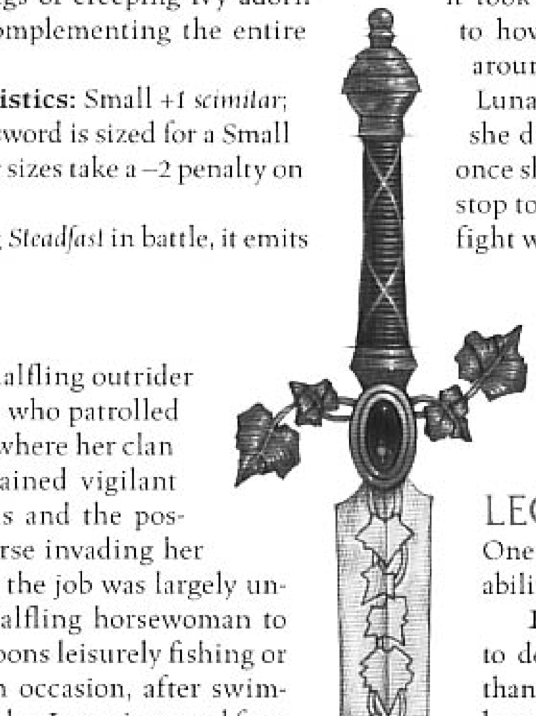
Nonlegacy Game Statistics: Small *+1 scimitar*; Cost 2,315 gp. Since this sword is sized for a Small wielder, creatures of other sizes take a –2 penalty on attack rolls with it.

Omen: When you swing *Steadfast* in battle, it emits a chirp like a cricket.

HISTORY

Steadfast was made for a halfling outrider named Lunari Suncaster, who patrolled the woodlands and hills where her clan had settled. Lunari remained vigilant against goblin incursions and the possibility of something worse invading her clan's lands. Fortunately, the job was largely uneventful, allowing the halfling horsewoman to spend most of her afternoons leisurely fishing or swimming. On one such occasion, after swimming to the middle of a lake, Lunari spotted four gnolls waiting to ambush her on the other side. She knew if she turned around and quickly swam back, she might reach her gear and warpony before they circled the lake. The moment she started, however, the monsters revealed themselves and began running. It was close, but Lunari made it ashore before the gnolls got the advantage. Without wasting a second, she vaulted into her warpony's saddle and charged her attackers, brandishing the scimitar that came to be known as *Steadfast* above her head. **(DC 15)**

Lunari, a cunning mounted warrior, cut down two gnolls in as many passes, but another of the creatures knocked the woman off her mount on the third. She fell to the ground, gathered herself up in one fluid motion, scimitar still in hand, and advanced on her assailants—two creatures easily twice her size. One gnoll took note of his dead companions and made a run for it. The other, apparently stronger in body and courage, pressed his attack, but Lunari made short work of him. She slashed his legs to keep him from running away, and then finished him off with one quick stab. To this day, halflings still argue about how long it took Lunari to swim ashore compared to how long it took the gnolls to circle around the lake. The truth is, however, Lunari made it into the saddle because she didn't concern herself with dressing once she reached the shore. She didn't even stop to consider her unclad body until the fight was over. Worrying about modesty at the time would have meant swift death. As it was, only one gnoll lived to tell the tale, and whatever he saw that day, lighthearted Lunari didn't begrudge him. **(DC 20; Life Before Modesty)**



The sword of a halfling outrider, Steadfast empowers its wielder with vigorous defense

Illus. by W. England

LEGACY RITUAL

One ritual is required to unlock all the abilities of *Steadfast*.

Life Before Modesty: Alone, you have to defeat four opponents with no fewer than 5 Hit Dice among them. *Steadfast* must be your only weapon, and your Armor Class can only benefit from your Dexterity modifier, Dodge bonuses, and a racial natural armor bonus (if any). *Cost:* 1,200 gp. *Feat Granted:* Least Legacy (*Steadfast*).

WIELDER REQUIREMENTS

Most wielders of *Steadfast* are barbarians, druids, fighters, paladins, or rangers.

STEADFAST WIELDER REQUIREMENTS

Base attack bonus +3
Weapon Focus (scimitar)

LEGACY ITEM ABILITIES

All the following are legacy item abilities of *Steadfast*.

Enduring Vigor (Su): Beginning at 5th level, once per day on command, you can eliminate any magical penalties (but not actual damage or drain) to one of your ability scores or remove the fatigued condition from yourself. Caster level 5th.

Swimmer (Su): At 6th level, you gain a +5 competence bonus on Swim checks.

TABLE 3–44: STEADFAST

	Personal Costs			
Wielder Level	Attack Penalty	Reflex Save Penalty	Hit Point Loss	Abilities
5th	—	—	—	Enduring vigor 1/day
6th	–1	—	—	Swimmer
7th	—	–1	2	Rooted
8th	—	—	2	Slow
9th	—	–2	—	—
10th	—	—	2	Small *+2 scimitar*

Rooted (Su): Starting at 7th level, you gain a +4 bonus on ability checks to avoid being bull rushed or tripped.

Slow (Su): At 8th level and higher, once per day as a free action, you can subject a creature you successfully damage with *Steadfast* to a *slow* effect as the spell. The save DC is 14, or 13 + your Charisma modifier, whichever is higher. Caster level 7th.

ADVENTURE SEED (EL 6)

After Lunari enjoyed a long run as a halfling outrider for her clan, she trained her replacement and passed her scimitar along. The blade has been handed down for generations, the former owner sharing the secrets of the weapon with each new protector. This continued until one outrider was swarmed by a roaming band of goblins and overwhelmed. The ignoble goblins fought over the scimitar until their leader Hapnug stepped in and took it for himself. Hapnug and his band keep to the outskirts of civilized lands, ambushing riders on the roads with a rope line that knocks people off their horses.

HAPNUG **CR 6**

Male goblin fighter 2/rogue 3
NE Small humanoid (goblinoid)
Init +3; **Senses** darkvision 60 ft., Listen +6, Spot +6
Languages Common, Elven, Goblin

AC 19, touch 14, flat-footed 19; uncanny dodge
hp 29 (5 HD)
Resist evasion
Fort +5, **Ref** +6, **Will** +3

Speed 30 ft. (6 squares)
Melee *Steadfast* +9 (1d4+3/18–20 plus poison) or
Ranged mwk javelin +9 (1d4+2 plus poison)
Base Atk +4; **Grp** +2
Atk Options Ride-By Attack, sneak attack +2d6
Combat Gear 3 *potions of cure light wounds*, 3 vials of Large scorpion venom (DC 14, 1d4 Con/1d4 Con)

Abilities Str 14, Dex 16, Con 13, Int 12, Wis 10, Cha 6
SQ enduring vigor, trapfinding, trap sense +1
Feats Iron Will, Least Legacy (*Steadfast*)B, Mounted CombatB, Ride-By AttackB, Weapon Focus (scimitar)
Skills Craft (trapmaking) +7, Diplomacy +0, Disable Device +9, Hide +12, Listen +6, Move Silently +12, Open Lock +11, Ride +13, Search +7, Sense Motive +6, Spot +6
Possessions combat gear plus masterwork studded leather, masterwork heavy wooden shield, *Steadfast*, 5 masterwork javelins, masterwork thieves' tools

Enduring Vigor (Su) 1/day can eliminate magical penalties (not damage) to one ability score or remove fatigued condition. Caster level 5th.

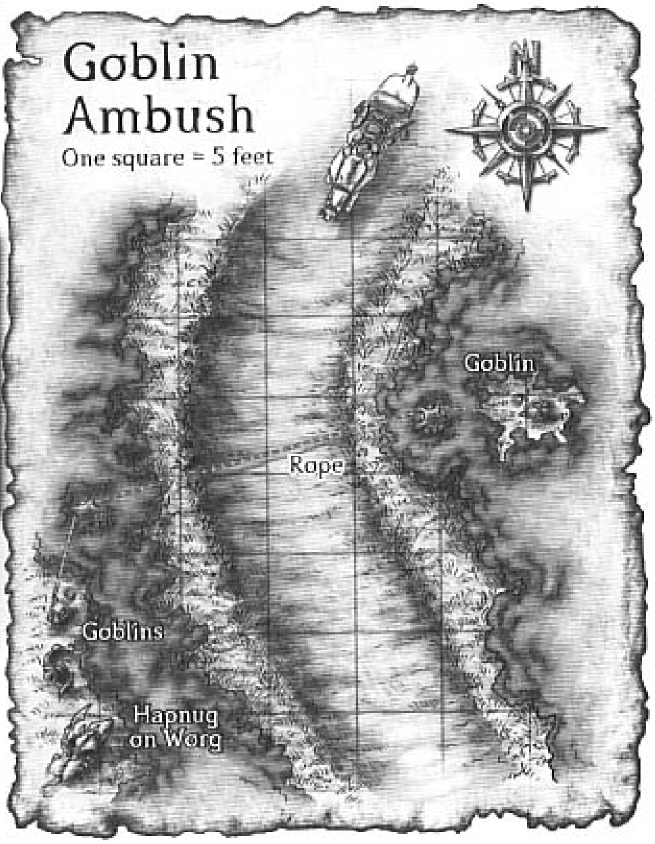
Worg: hp 30 (see page 256 of the *Monster Manual*).
Goblin Warriors (3): hp 5 each (see page 133 of the *Monster Manual*).

HALFLING OUTRIDERS AND STEADFAST

The halfling outrider prestige class (*Complete Warrior*, page 38) combines expert riding skill with the nimbleness inborn to halflings. This legacy item was originally the signature weapon of a famous outrider, and some of its abilities complement the special features of that class.

At 5th level, a halfling outrider can leap from the saddle to attack an opponent as though charging, even after her mount has moved. Using the slow legacy ability in conjunction with this move allows the outrider to hinder a larger and tougher enemy, especially if it is followed up by remounting and making ride-by attacks (if she has the Ride-By Attack feat) or the full mounted attack available at 8th level. An outrider's class bonus on Ride checks, along with the natural Dexterity bonus typical of halflings, makes a fast mount relatively easy to perform.

Although they enjoy phenomenal combat ability while mounted, halfling outriders are vulnerable on the ground. Clever and strong opponents thus might make trip attempts to unseat an outrider. A high Ride bonus makes it harder to pull this off, but a halfling's penalty for size works against her. The rooted legacy ability cancels out the size penalty, though, so the outrider is more likely to stay in the saddle.



Goblin Ambush

Rope

Two goblins stretch this rope taut across the road at roughly chest height for a mounted human (it's wrapped around tree trunks for extra stability). The rope has been rubbed with mud to make it difficult to notice.

Dismounting Rope: CR 1; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; multiple targets (first mounted target in each of two adjacent 5-foot squares); Atk +15 melee touch (trip); Search DC 15; Disable Device DC 15.

Goblins

Three goblin warriors are hidden in the undergrowth, ready to spring out and attack a dismounted rider.

Hapnug on Worg

Hapnug, mounted on his worg, leads the assault against an ambushed character.

Tactical Notes

Hapnug didn't get to be the gang's leader by being stupid. He is far cleverer than the average goblin, and a master of devious tactics. The bandits were able to come up with the idea for an ambush, but it was Hapnug who thought of dismounting a rider to increase their advantage (and of camouflaging the rope). Assuming the rider is knocked from the saddle, the ambush proceeds as follows. If the rider notices the trap or manages to stay mounted, the goblins fade back into the woods and decline to start a confrontation.

Round 1: Hapnug throws a javelin at the downed rider, then urges his mount forward while he draws Steadfast. The other goblins throw their javelins at the rider, unless the only clear shot is at the mount. The worg can't charge through the undergrowth, but its fast land speed easily allows it to move into melee and attack. It attacks the downed rider unless the mount presents a threat, in which case it tries to bring down that creature.

Round 2 and Beyond: Once Hapnug is engaged, he maneuvers to get sneak attacks. His underlings assist by moving into melee and setting up flanking situations. (If Hapnug goes before the other goblins, he delays until a flank has been set up.) If the worg is attacking the riderless mount, Hapnug dismounts to continue fighting the rider. One of the other goblins might assist the worg with flanking attacks as well if the opportunity presents itself.

STORMCHASER'S CUDGEL

Stormchaser's Cudgel is a Large greatclub that appears to be little more than an oaken branch. The head of the club is split and cracked with age, but it is no less durable despite the passage of time. Two large handholds have been worn into the base of the weapon from repeated use.

Nonlegacy Game Statistics: Large +1 *greatclub*; Cost 2,310 gp; Damage 2d8; Weight 16 lb. *Stormchaser's Cudgel* is a Large, two-handed weapon. Medium creatures cannot use the greatclub without some special ability to wield such weapons (see the Monkey Grip feat, page 29).

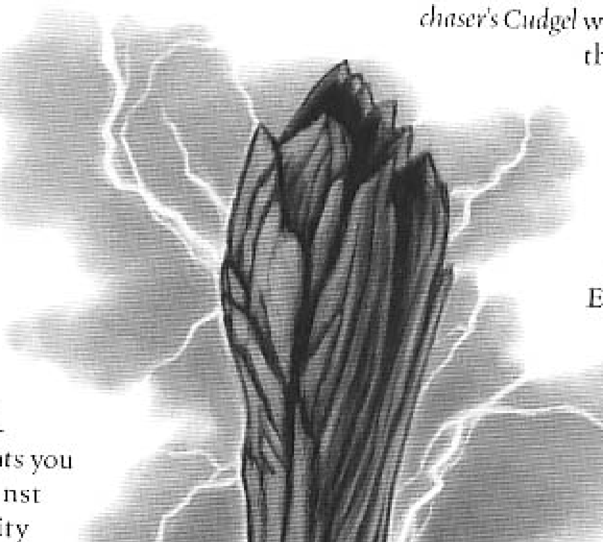
Stormchaser's Cudgel grants you a +1 bonus on saves against spells with the electricity descriptor.

Omen: When you swing *Stormchaser's Cudgel*, the club discharges harmless electrical sparks.

HISTORY

Stormchaser's Cudgel is one of the few weapons of monstrous origin to pass briefly into human ownership. Taken from a rampaging ogre killed by a giant-hunter named Suldan Kabrel, this item was initially treated as just one of many prizes, its true power remaining a secret for years. It wasn't until Suldan's wife Ifelma set his precious trophies on fire, during one of his numerous extended hunts, that the magical nature of *Stormchaser's Cudgel* was discovered. It survived the flames virtually unscathed. **(DC 15)**

Once Suldan was able to examine *Stormchaser's Cudgel* more closely, his obsession with it became even greater than his previous fixation on hunting had been. Suldan practiced for months with the oversized weapon, insisting the great club could not only guide him through the forest but also offered healing abilities. When Suldan felt he could finally handle the weapon proficiently, he ventured off in search of the ogre tribe to which the previous owner had belonged. Suldan went on to slaughter his way through untold hosts of ogres in his personal crusade to uncover the history of *Stormchaser's Cudgel*. **(DC 20; The Traceless Path)**



Ogre mages created Stormchaser's Cudgel, which ultimately destroyed its rapacious owner

Illus. by D. Marton

Little did Suldan realize that the secrets of *Stormchaser's Cudgel* were known only to the ogre mages that traveled between the ogre tribes as they pleased. To stop Suldan and reclaim the legendary greatclub, one of the ogre mages took Ifelma and her children hostage. The ransom price was *Stormchaser's Cudgel*. Even though his family's lives hung in the balance, Suldan would not part with the weapon. Upon hearing Suldan's choice, Ifelma snapped. She knew Suldan valued his expeditions more than his family, but she hadn't realized that her husband was irredeemably selfish. To save herself and her children, she led a group of ogres and ogre mages to Suldan's secret grotto, where they surprised the huntsman and tore him limb from limb. **(DC 25; Ancestral Roots)**

The ogre mages, impressed with the fiery and pragmatic human woman, adopted her and the children into their culture instead. Ifelma was heralded as a heroine and her children were always treated well. Years later, Ifelma gave birth to a half-ogre boy she named Grugak. The half-breed grew into a potent warrior and was greatly honored by the enigmatic ogre mages—they gave him *Stormchaser's Cudgel*. They told Grugak *Stormchaser's Cudgel* was originally taken from the heart of a petrified tree. A bolt of lightning had struck and split the tree asunder, revealing the greatclub inside. *Stormchaser's Cudgel* has been passed down through unrecorded generations of ogres ever since. Suldan Kabrel awakened more abilities in the greatclub than any previous owner in its history, but

TABLE 3–45: STORMCHASER'S CUDGEL

Wielder Level	Personal Costs: Attack Penalty	Personal Costs: Save Penalty	Personal Costs: Hit Point Loss	Abilities
5th	—	—	—	Dazing strike
6th	—	—	4	Point the way
7th	—	—	—	Large +1 *shock greatclub*
8th	—	–1	—	*Healing spark* 1/day
9th	–1	—	2	—
10th	—	—	—	Crush the weak
11th	—	—	—	Large +2 *shock greatclub*
12th	—	—	2	—
13th	–2	—	—	Resistance to electricity 10
14th	—	—	—	—
15th	—	—	2	Large +3 *shock greatclub*
16th	—	–2	—	*Call lightning* 3/day
17th	—	—	—	Absorb electricity
18th	—	–3	2	Resistance to electricity 20
19th	—	—	2	Large +4 *shocking burst greatclub*
20th	—	—	2	*Call the storm* 1/week

Grugak discovered others by holding *Stormchaser's Cudgel* aloft in a lightning storm. **(DC 30; Tempting the Storm)**

LEGACY RITUALS

Three rituals are required to unlock all the abilities of *Stormchaser's Cudgel.*

The Traceless Path: You have to venture deep into unexplored wilderness by yourself, with nothing more than *Stormchaser's Cudgel* as protection, until you become truly lost (see Getting Lost, page 86 of the *Dungeon Master's Guide*). *Cost:* 2,100 gp. *Feat Granted:* Least Legacy (*Stormchaser's Cudgel*).

Ancestral Roots: You must locate a dead tree struck by lightning. By dealing yourself 4 points of slashing or piercing damage, you must then water the tree's roots with your blood, dealing an additional 6 points of damage to yourself. *Cost:* 12,500 gp. *Feat Granted:* Lesser Legacy (*Stormchaser's Cudgel*).

Tempting the Storm: With *Stormchaser's Cudgel* in hand and no other mundane or magical protection, you are required to allow bolts of naturally occurring lightning to strike you, dealing you no fewer than 5d10 points of damage. You can accomplish this feat by seeking the highest point of an area during a thunderstorm or by being struck by bolts from a *call lightning* or *call lightning storm* spell. *Cost:* 40,500 gp. *Feat Granted:* Greater Legacy (*Stormchaser's Cudgel*).

WIELDER REQUIREMENTS

The wielders of *Stormchaser's Cudgel* are almost exclusively ogre or half-ogre fighters, although any sufficiently large and martially inclined creature might be interested in the greatclub's abilities.

STORMCHASER'S CUDGEL WIELDER REQUIREMENTS

Strength 17
Base attack bonus +3
Speak Language (Giant)

LEGACY ITEM ABILITIES

All the following are legacy item abilities of *Stormchaser's Cudgel.*

Dazing Strike (Su): Beginning at 5th level, whenever *Stormchaser's Cudgel* delivers a critical hit against a humanoid creature with 4 or fewer Hit Dice, that creature must succeed on a Will save or be dazed for 1 round. The save DC is 10, or 10 + your Charisma modifier, whichever is higher. Caster level 5th.

Point the Way (Su): At 6th level and higher, when *Stormchaser's Cudgel* is thrown into the air, it always lands on the ground with its top end pointing toward true magnetic north. Caster level 5th.

Healing Spark (Sp): Starting at 8th level, once per day as a swift action, you can use *cure light wounds* on yourself, as the spell. Caster level 5th.

Crush the Weak (Su): At 10th level and higher, the critical threat range of *Stormchaser's Cudgel* doubles (to 19–20) when the weapon is used against creatures and objects smaller than you. Unlike similar properties, this feature stacks with other abilities that expand a weapon's critical threat range, such as the Improved Critical feat.

Resistance to Electricity (Su): At 13th level, you gain resistance to electricity 10. At 18th level, this resistance improves to 20.

Call Lightning (Sp): Beginning at 16th level, three times per day on command, you can use *call lightning* as the spell. The save DC is 14, or 13 + your Charisma modifier, whichever is higher. Caster level 10th.

Absorb Electricity (Su): At 17th level and higher, any electricity damage you ignore due to your electricity resistance is stored within *Stormchaser's Cudgel.* The greatclub can hold up to 100 points of electricity damage in this manner.

At any time within the next minute, as a free action, you can choose to apply up to 10 points of absorbed electricity damage as additional electricity damage dealt by *Stormchaser's Cudgel.* You must announce your intent to use the additional electricity damage before the attack roll is made—a miss wastes the charge. This ability can be used only once per round, and the electricity damage used is subtracted from the total held by *Stormchaser's Cudgel.*

Call the Storm (Sp): Starting at 20th level, once per week on command, you can use *control weather* as the spell to call a thunderstorm (see page 94 of the *Dungeon Master's Guide*). You can use this ability regardless of climate or season, though the ambient temperature might affect the type of precipitation the storm delivers. Caster level 15th.

ADVENTURE SEED (EL 5)

The heroes discover a beautiful waterfall and pool in a peaceful grotto. A subsequent search of the area reveals that a depression in the ground is actually deeper than it first seemed. Once a few boulders are shifted aside, the depression opens into a damp cavern, which is shored up to prevent collapse. The floor is flooded with water from the natural pool above, and the cave shows evidence of having been used as a campsite by a humanoid of some sort. That humanoid was Suldan Kabrel. Ogre mages bound his spirit here as a guardian for *Stormchaser's Cudgel*, and this hidden grotto is the club's storage space when the item isn't in use. Moving the greatclub sends a silent call to the wraith, which attacks anyone in the area until it is destroyed.

Suldan Kabrel, Wraith: hp 32 (see page 257 of the *Monster Manual*).

Secret Hideout

This mossy cavern is underneath a pond and has been reinforced with stout beams. Almost half of the cavern floor is covered with water.

Entranceway

This entrance is covered with loosely piled boulders; readily shifted to reveal the opening beneath.

Pool

This area of the cavern has filled with water dripping from the aboveground pond. The pool is shallow and doesn't slow travel through it.

Suldan Kabrel

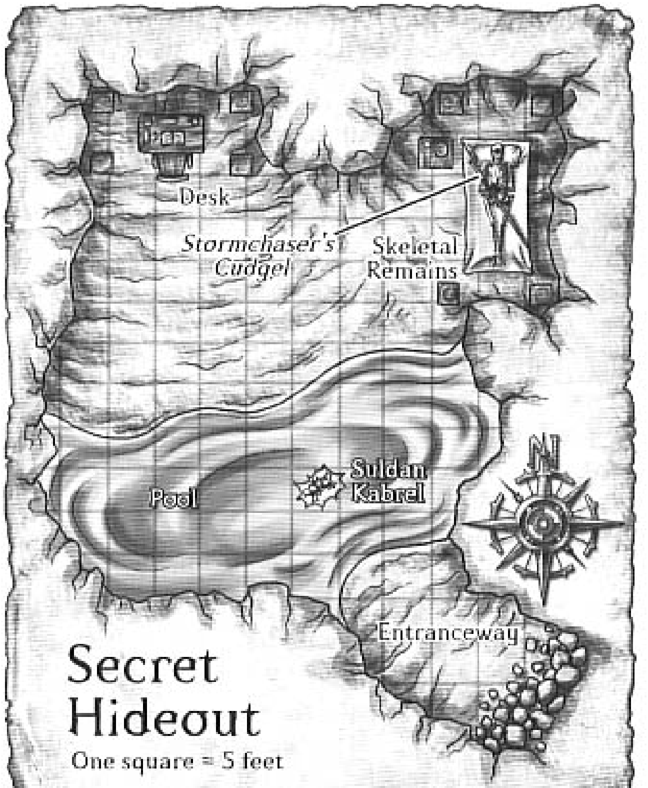
The wraith of the former giant-slayer lingers in the cavern but attacks only when someone touches *Stormchaser's Cudgel.*

Desk

This rickety old desk has rotted writing materials spread across its surface, containing some notes from Suldan Kabrel's history and pursuit of the greatclub's secrets. Reading these notes grants a +2 bonus on the Knowledge (history) check required to learn the Traceless Path ritual. A hooded lantern also rests on the desk.

Skeletal Remains

These are the bones of Suldan Kabrel, lying on a moldering cot and still clutching the greatclub that brought his doom.

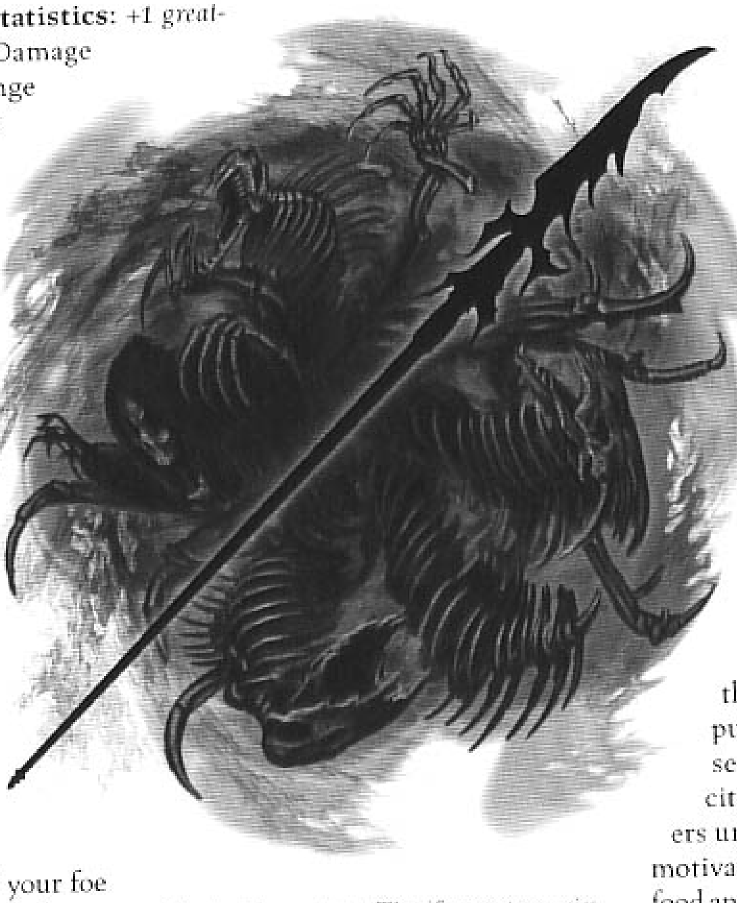


THANIFEX

Thanifex (sometimes called the "Spear of the Erstwhile") is a long, broad-bladed spear constructed from a sheer, black metal that defies detailed examination. It has been surmised the greatspear is fashioned from pure "void."

Nonlegacy Game Statistics: +1 *greatspear*; Cost 2,325 gp; Damage 2d6; Critical ×3; Range Increment 10 ft.; Weight 9 lb.; Type Piercing. The greatspear is a two-handed, reach weapon that can be proficiently wielded by any character with the Exotic Weapon Proficiency (greatspear) feat. Any time you confirm a critical hit with *Thanifex*, you heal 1 point of damage, up to a maximum of your full, normal hit points.

Omen: Whenever you successfully strike an opponent with *Thanifex*, the light around you and your foe seems to dim momentarily.



The horrific greatspear Thanifex creates armies of undead slaves in service to a dark god

Illus. by M. Phillippi

HISTORY

Javen Blunt knew only cruelty during his whole life, and he was determined to give back to the world in kind. Taken from a conquered land as a child, Javen grew up as one of many thousands of disposable slaves used to construct a capital city. These slaves weren't actually fed so much as forced to fight over the rancid food thrown to them. This made life among the slaves anarchic and murderous, and many became insane or were driven to suicide by the inhumane conditions. Javen never broke or complained, though, preferring to remain unseen as he prayed to his dark god for a way to take vengeance against his keepers. His sole focus was to stay alive long enough to make his captors, and every free person who came to live in that city, know the daily hopelessness felt by a slave. He swore an oath to do so if ever given the chance. *Thanifex* became instrumental in making Javen's dark pledge possible. **(DC 15)**

As the years churned by, more slaves were always brought to the city. Javen rose through the ranks of slavery, finally becoming a master stonecutter. While he enjoyed the benefits of his skilled position, Javen took no pleasure in commanding others to work, but to his way of thinking, the slaves who suffered under his care need not do so pointlessly. On one occasion, Javen disguised himself as a guard and redirected a brigade of fresh conscripts to an underground cavern before they were counted in the monthly slave census. While Javen worked aboveground as a master stonecutter, the redirected slaves were put to work building a secret altar beneath the city. He kept these workers underground at all times, motivating them with clean food and water diverted from the other slaves. **(DC 20; Ascend by Trade)**

When the altar was finished, Javen offered his secret builders a congratulatory meal. Once the poor wretches realized their food was poisoned, it was too late. They were left paralyzed long enough for Javen to sacrifice each one to his god of death, ensuring the secrecy of his altar. Javen reasoned the people he slew would have died as slaves anyway. At least this way, he rationalized, their pitiful lives could serve a greater purpose. The sacrifices didn't end there, however. If Javen was going to stay focused, he needed to feed his gluttonous god far more souls before being given the might to overcome his enemies. Masquerading as one of the guards had proven successful in the past, and so Javen continued his deception at night, preying on unsuspecting slaves by using the appearance of authority to lead them underground to his altar. Javen sacrificed

TABLE 3–46: THANIFEX

	Personal Costs			
Wielder Level	Attack Penalty	Hit Point Loss	Spell Slot Loss	Abilities
5th	—	—	—	Aberrant sustenance
6th	—	2	1st	—
7th	—	2	—	*Corpse minions*
8th	–1	—	2nd	—
9th	—	2	—	*+2 greatspear*
10th	—	—	3rd	*False life* 1/day
11th	—	—	—	*Taint of death* 1/day
12th	—	—	4th	*+3 greatspear*
13th	—	2	—	*Speak with dead* 1/day
14th	—	—	5th	—
15th	—	2	—	—
16th	—	—	6th	*Raise ghouls* 1/day
17th	—	—	—	*+4 vicious greatspear*
18th	—	—	7th	*Antilife shell* 1/day
19th	—	2	—	Afterlife denied
20th	—	—	8th	*+5 vicious greatspear*

hundreds of slaves during this time, becoming a priest of the highest order. **(DC 25; Mask of Deceit)**

Thirty years passed. The most beautiful metropolis the world had ever seen was completed on the backs of miserable slaves. From among those who remained, the municipal rulers ordered the healthy slaves freed and the "damaged" ones put to death. Imperfection had no place in the pristine city. Now a free man, Javen quickly achieved a position of affluence—politicians and statesmen employed his services as an artisan to construct their opulent homes. The appearance that any of these comforts satisfied Javen only confirmed the man's skill at deception. Shortly after the city was finished, Javen sacrificed one final victim, transforming the spear he had wielded in his guard's disguise into a foul conduit of negative energy. The tainted weapon denied an afterlife to any creature it slew, turning humanoids into pitiless undead. Javen started by murdering the community leaders, raising their bodies as ghasts, which preyed on their personal guards. Once many of the elite warriors were transformed into ghasts, they attacked the city guards, and eventually turned on the militia and garrison soldiers. The unclean army then infected and fed on the inhabitants of the beautiful city, until all were dead or bound to their corrupted bodies, forever enslaved by undeath. Javen's oath thusly bore its bitter fruit. **(DC 30; What Comes Around)**

LEGACY RITUALS

Three rituals are required to unlock all the abilities of *Thanifex*.

Ascend By Trade: You are required to acquire a slave and to direct that person to a gainful activity. Freeing the slave is acceptable. *Cost:* 1,000 gp (this does not include the cost of the slave, if any). *Feat Granted:* Least Legacy (*Thanifex*).

Mask of Deceit: You must successfully harm another creature using ingested poison. For the ritual to succeed, the creature poisoned need not die, but it must fail one or both saves against the toxin. *Cost:* 11,500 gp. *Feat Granted:* Lesser Legacy (*Thanifex*).

What Comes Around: You must create two ghasts, then set them loose upon the world to wreak havoc as they see fit. *Cost:* 39,000 gp. *Feat Granted:* Greater Legacy (*Thanifex*).

WIELDER REQUIREMENTS

The wielders of *Thanifex* are almost exclusively clerics or multiclass clerics.

THANIFEX WIELDER REQUIREMENTS

Ability to cast 2nd-level divine spells
Exotic Weapon Proficiency (greatspear)
Any nongood alignment

LEGACY ITEM ABILITIES

All the following are legacy item abilities of *Thanifex*.

Aberrant Sustenance (Su): Beginning at 5th level, whenever *Thanifex* delivers the killing blow against a living creature, you can draw off some of that creature's essence, eliminating your need for food and water for 24 hours. A creature killed thusly can be returned from the dead only by a *resurrection* spell or more powerful magic. Alternatively, you can use a standard action to voluntarily take 1d6 points of damage from *Thanifex* to gain the same benefit.

Corpse Minions (Sp): At 7th level and higher, you can use *animate dead*, as the spell, on creatures you slay with *Thanifex*. You can animate up to 10 Hit Dice of undead per day. Caster level 10th.

False Life (Sp): Starting at 10th level, once per day with the command word "Thanifex," you can use *false life* as the spell. Caster level 5th.

Taint of Death (Sp): At 11th level and higher, you can use *desecrate* as the spell once per day. The area is centered on *Thanifex*, and the greatspear acts as an altar dedicated to your evil deity for the purposes of the spell. Caster level 10th.

Speak with Dead (Sp): Beginning at 13th level, once per day by touching *Thanifex* to a corpse's skull, you can use *speak with dead*, as the spell, on the touched body. The save DC is 14, or 13 + your Charisma modifier, whichever is higher. Caster level 10th.

Raise Ghouls (Sp): At 16th level and higher, once per day on command, you can use *create undead* as the spell on the corpse of a creature slain with *Thanifex*. You can create only ghouls or ghasts. Any creature subjected to this effect cannot be returned to life by anything short of a *miracle* or *wish* spell. Caster level 13th.

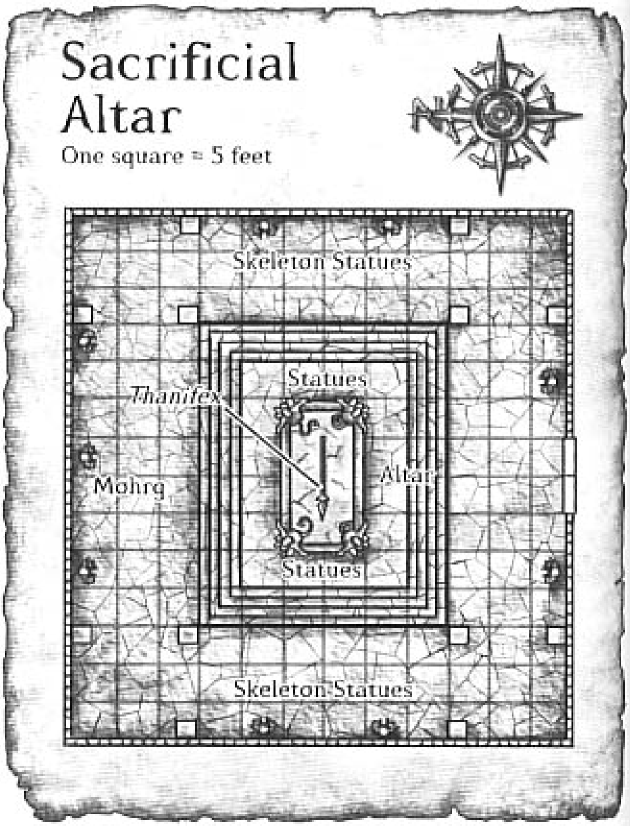
Antilife Shell (Sp): Starting at 18th level, once per day on command, you can use *antilife shell* as the spell. Caster level 15th.

Afterlife Denied (Su): At 19th level and higher, once per week as a free action, you can use *soul bind* as the spell on a creature slain by *Thanifex* that same round. *Thanifex* is the spell's focus and serves to trap the soul. The save DC is 23, or 19 + your Charisma modifier, whichever is higher. If the target successfully saves against the effect, you must then succeed on the same saving throw or be subject to the same effect. Your death frees all souls trapped within *Thanifex*. Caster level 17th.

ADVENTURE SEED (EL 8)

Once Javen had used *Thanifex* to exact his terrible vengeance upon the entire city, his sole reason for living was gone. He sealed himself in his underground temple and fell upon *Thanifex* atop his blasphemous altar. In truth, the vengeful ex-slave felt he deserved no afterlife, even as a powerful minion of immeasurable evil, and so denied his soul any privileged existence that might have awaited him. Javen's body and spirit were bound together, spawning an awful creature with an insatiable lust for death. *Thanifex* still lies upon the shrine's black altar.

Javen Blunt, Mohrg: hp 91 (see page 189 of the *Monster Manual*).



Sacrificial Altar

The sealed temple is a beautifully crafted, architecturally solid stone chamber. In the center is a prominent altar, raised up on stepped platforms. The corners of this room are each supported with archways that are built into a high hemispherical ceiling.

Skeleton Statues

Statues of skeletons line the walls, each one more grotesque than the last.

Mohrg

The undead horror that was once Javen Blunt now lurks within the sealed temple. It stands unmoving against a wall, looking like one of the statues that line the chamber. A Spot check opposed by the mohrg's Hide check reveals its true nature. The creature attacks with surprise at the most opportune moment.

Statues

The ends of this altar are adorned with statues in the likenesses of imps. These statues are a little larger than life size, about the size of Small creatures.

Altar

The legacy greatspear *Thanifex* rests on this altar.

TREEBROTHER

Treebrother is a deceptively simple, knotted staff of stout oak. Unpolished and rough, the wood looks freshly cut from the bough of an ancient tree. The staff is thick and sturdy, ideally suited for use either as a walking stick or a quarterstaff.

Nonlegacy Game Statistics: *Treebrother*; Cost 1,100 gp; Charges 50. On command, *Treebrother* can summon a cloud of bright motes resembling fireflies, creating illumination equivalent to a *light* spell. Caster level 5th. When you cast *barkskin*, your caster level is treated as one level higher than normal.

Omen: Nature's power surges through *Treebrother*, causing plants within 5 feet to open their flowers and bend toward the staff as if it were the sun.

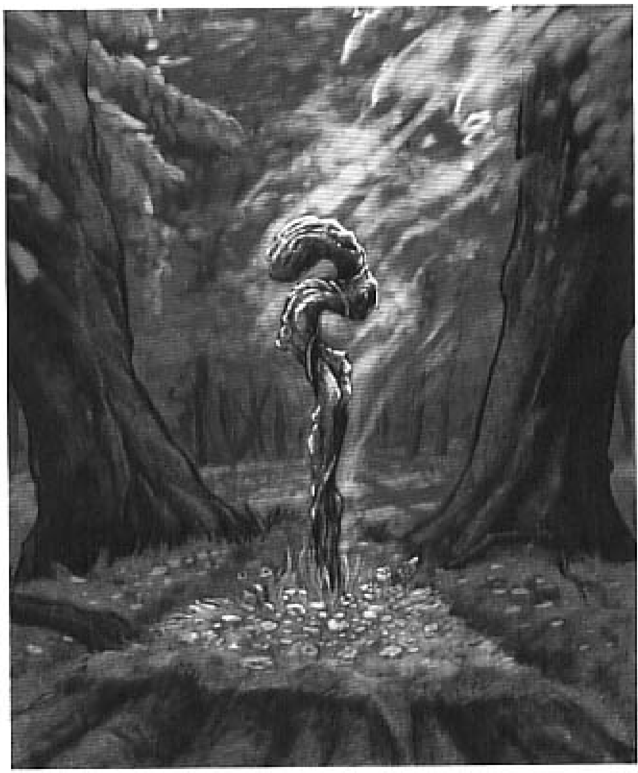
HISTORY

Long ago, in the deepest part of an ancient forest where no woodcutter's steps had ever passed, there lived a treant called Tarnla, who shepherded the primeval trees. One of Tarnla's trees was home to a dryad, a fair and lovely creature named Nidria, and the two children of the forest fell deeply in love with each other. Together with the human druid Anda, they kept the sacred heart of the forest safe and unspoiled by the depredations of loggers and careless folk. Legends say that Anda's staff *Treebrother* was crafted from a sapling resulting from Tarnla and Nidria's union. **(DC 15)**

At the twilight of his life, Anda was a great hero, revered and respected for many leagues beyond the forest where he dwelt with his friends, the treant Tarnla and the dryad Nidria. Younger druids from across the world traveled to his forest to learn from him, and kings and empresses alike consulted him for his wisdom of the natural world. Despite his fame, Anda had enemies among many peoples, savage and civilized. A combination of raw hatred, terrible greed, and petty jealousy brought down the great druid and destroyed much of his forest home. The orc chieftain Bruug, who had clashed with Anda in his youth, learned his old enemy still lived and sought to avenge himself upon the druid. Marshaling his forces, Bruug struck suddenly and fiercely into the northern marches of Anda's forest, burning and destroying. Anda, along with Tarnla and Nidria, raced to contain the orcs, but even their combined might couldn't hold the wicked host at bay. Animal messengers were sent out to the sovereigns whose lands abutted the forest, but jealous and hateful advisors, who saw the woods as a great resource to be exploited if the meddlesome druid were eliminated, convinced many monarchs to withhold their troops.

As Anda, Tarnla, and Nidria fell back toward the sacred heart of the forest, they pooled their magic for one last, desperate spell to drive the invaders back. Using Nidria's sacred oak as the spell's focus, they conjured forth a vast wave of vines and greenery, swallowing the orc multitude. Their victory came at great cost—the spell's energy destroyed Nidria's tree, and the effort of casting it claimed the lives of Anda and Tarnla alike. The dryad survived only thanks to *Treebrother*, whose magic held enough residues from her oak to sustain her. Grief-stricken, the dryad buried Anda and Tarnla together beneath a sacred mound, atop which she planted *Treebrother* as a memorial to her fallen comrades. According to legend, the staff and Nidria abide there even now. **(DC 18; Sacred Mound)**

Anda carried *Treebrother* with him since the days of his youth. Allegedly, the staff was a gift from Tarnla. When Anda was in his middle years, a caravan of dwarves out of the mountainous west came to the eaves of the forest. The dwarven geomancers had divined the presence of great veins of precious ore beneath the forest floor, and their miners entered the wood with picks, axes, and spells to tear away the soil. Anda, upon learning of this horror, gathered his staff and set out to beseech the dwarves to cease their mining, or at least to dig more carefully, so as not to disturb the



Treebrother was crafted from the scion of a treant and a dryad

Illus. by F. Hooper

TABLE 3–47: TREEBROTHER

Wielder Level	Personal Costs			
	Attack Penalty	Hit Point Loss	Spell Slot Loss	Abilities
5th	—	—	—	*Shillelagh* 1/day
6th	—	2	1st	Green empathy
7th	—	2	—	*Create food and water* 1/day
8th	–1	—	2nd	*Entangle* 3/day
9th	—	2	—	—
10th	—	—	3rd	Woodland stealth
11th	—	—	—	Fast movement
12th	—	—	4th	Solar nourishment
13th	—	2	—	*Commune with nature* 1/week
14th	—	—	5th	—
15th	—	2	—	—
16th	—	—	6th	*Changestaff* 1/day

balance of the woodland. The dwarves scoffed at the druid, refusing his offer of peace and harmony, even threatening his life should he return. Anda tried to approach the clan elders once more some days later, but he was violently repulsed. With no other choice, the druid went to Tarnla and Nidria to prepare for war against the dwarves. Tarnla called the lesser treants to his banner, Nidria gathered the fey creatures of the forest, and Anda summoned animals from their dens and warrens. In a swift and brutal battle, the dwarves were driven off. Many died. Grieving over the loss of life, Anda crafted a great standing stone at the site of the clash, a monument of sorrow and tragedy that stands to this day. **(DC 25; Stone of Sorrow)**

LEGACY RITUALS

Two rituals are required to unlock all the abilities of *Treebrother.*

Sacred Mound: You must journey to the sacred mound where Anda and Tarnla are buried, and there conducting a day-long ritual of fasting, meditation, and prayer. *Cost:* 2,400 gp. *Feat Granted:* Least Legacy (*Treebrother*).

Stone of Sorrow: You have to construct and *consecrate* (with the spell) a standing stone to the memory of some personal failing that caused harm or suffering to others, as Anda did when his failure to convince the dwarves to mine more responsibly led to the deaths of many. You need not cast the *consecrate* spell yourself, and the cost of hiring someone to cast the spell is considered part of the cost of the ritual. Crafting the monument requires a DC 25 Craft (stonemasonry) check, though you can hire a specialist to do the work (the cost of which is also included in the ritual cost). Consecrating the monument requires a 24-hour ritual of prayer and meditation. *Cost:* 11,500 gp. *Feat Granted:* Lesser Legacy (*Treebrother*).

WIELDER REQUIREMENTS

Druids are the most common wielders of *Treebrother,* though clerics with the Plant domain can also qualify. Rangers can gain access to the staff's least abilities, but they are typically incapable of paying the personal costs required for the more powerful abilities and rarely complete the Stone of Sorrow ritual.

TREEBROTHER WIELDER REQUIREMENTS

Ability to cast *barkskin* as a divine spell
Knowledge (nature) 6 ranks

LEGACY ITEM ABILITIES

All the following are legacy item abilities of *Treebrother.*

Shillelagh (Sp): At 5th level and higher, once per day as a move action, you can turn *Treebrother* into a magic quarterstaff as though with the *shillelagh* spell. Caster level 5th.

Green Empathy (Su): Beginning at 6th level, you can attempt to improve the attitude of a plant by rolling 1d20 and adding your character level plus your Charisma modifier. This feature is otherwise similar to the wild empathy class feature (see page 35 of the *Player's Handbook*).

Create Food and Water (Sp): At 7th level and higher, once per day on command, you can use *create food and water* as the spell. Caster level 5th.

Entangle (Sp): Starting at 8th level, three times per day by touching *Treebrother* to the ground, you can use *entangle* as the spell. The spell's area is centered on the spot you touch, and you are unaffected by the spell's effects. The save DC is 11, or 11 + your Charisma modifier, whichever is higher. Caster level 5th.

Woodland Stealth (Su): At 10th level, you gain a +5 competence bonus on Hide and Move Silently checks made in any area of undergrowth.

If adjacent to or in the same square as a tree, you can use the Hide skill even if you don't have cover or concealment.

Fast Movement (Su): At 11th level, you gain a 10-foot enhancement bonus to your base land speed.

Solar Nourishment (Su): Beginning at 12th level, you gain all the nourishment you need, a full day's worth of food and water, from 2 hours of exposure to sunlight. Only natural sunlight has this effect.

Commune With Nature (Sp): *Treebrother* grants you increased insight into the wonders of the natural world. At 13th level and higher, once per week on command, you can use *commune with nature* as the spell. Caster level 10th.

Changestaff (Sp): Starting at 16th level, once per day you can transform *Treebrother* as though with the *changestaff* spell. The duration of the effect is only 1 hour. If the resulting treantlike creature is reduced to 0 hit points, *Treebrother* re-forms into its normal shape, and none of its legacy abilities can be activated for 1 hour. Caster level 10th.

ADVENTURE SEED (EL 6)

In the deepest heart of a primeval forest, the heroes come across a wide clearing where sunlight dapples the ground through the canopy, and a fresh smell of new growth permeates the air. At the center of the clearing is a single, grass-covered mound with a staff planted at its apex. The dryad Nidria, the mother of *Treebrother*, lives here, but her home has just been invaded by a hunting wyvern. The PCs can hear the battle raging when they come within 60 feet with a DC 15 Listen check.

If the PCs aid Nidria in defeating the wyvern, she is extremely grateful. She then asks a PC who seems most in touch with the natural world to prove herself a humble, worthy servant of nature by finding Nidria a new oak to call home. The magic of the staff is all that keeps the dryad alive, and despite her grief, she has no desire to allow an unworthy bearer to take the staff. If a PC can find her a suitable tree within 24 hours, which requires a DC 20 Knowledge (nature) or Survival check, made once every 4 hours, and return to Nidria, she gives that character *Treebrother* in gratitude and fades into the forest. Villainous characters might simply take the staff by force, but this vile act incurs the wrath of every nonevil creature in the forest.

Wyvern: hp 95 (see page 259 of the *Monster Manual*).

NIDRIA **CR 6**

Female dryad druid 2
NG Medium fey
Init +5; **Senses** low-light vision, Listen +12, Spot +12
Languages Common, Druidic, Elven, Gnome, Goblin, Orc, Sylvan

AC 18, touch 15, flat-footed 13; Dodge
hp 38 (6 HD); **DR** 5/cold iron
Fort +8, **Ref** +9, **Will** +12
Weakness tree dependent

Speed 30 ft. (6 squares)
Melee +*1 dagger* +9 (1d4/19–20) or
Ranged mwk longbow +9 (1d8/×3)
Base Atk +3; **Grp** +3
Druid Spells Prepared (CL 2nd):
1st—*cure light wounds, detect animals or plants, faerie fire, obscuring mist*
0—*detect magic, light* (2), *virtue*
Spell-Like Abilities (CL 8th):
1/day—*suggestion* (DC 18)
3/day—*charm person* (DC 16), *deep slumber* (DC 18), *tree stride*
At will—*entangle* (DC 16), *speak with plants, tree shape*

Abilities Str 10, Dex 20, Con 14, Int 17, Wis 20, Cha 18
SQ animal companion, link with companion, share spells, wild empathy +17 (+13 magical beasts), woodland stride
Feats Dodge, Great Fortitude, Weapon Finesse
Skills Escape Artist +12 (+14 to escape rope), Handle Animal +14, Heal +10, Hide +12, Knowledge (nature) +14, Listen +12, Move Silently +12, Ride +10, Spot +12, Survival +16 (+18 aboveground), Use Rope +10 (+12 with bindings)
Possessions +*1 dagger*, masterwork longbow with 20 arrows

Tree Dependent (Su) Nidria is mystically bound to *Treebrother* as long as it remains planted in the sacred mound, and she must never stray more than 300 yards from it. Doing so causes her to become ill and die within 4d6 hours. If *Treebrother* is removed from the sacred mound, Nidria likewise sickens and dies within 4d6 hours.

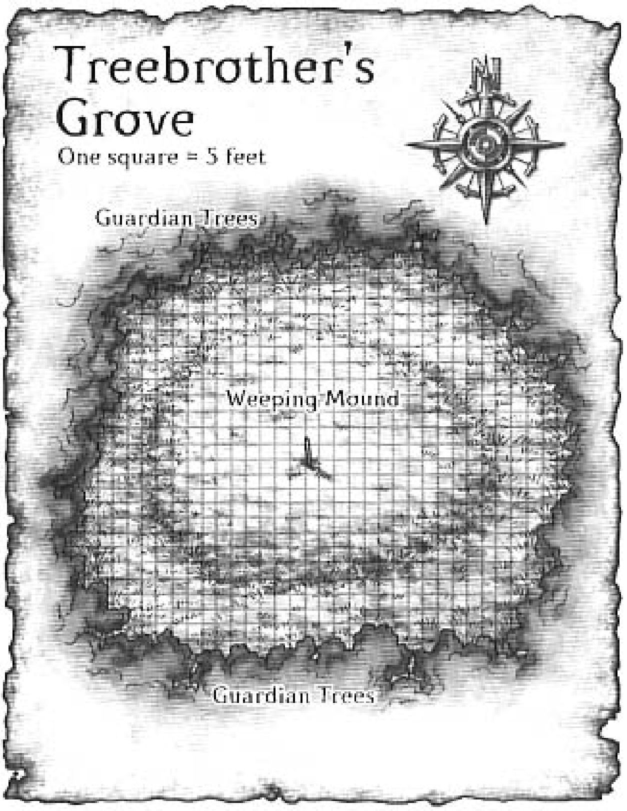
OWL ANIMAL COMPANION **CR —**

N Tiny animal
Init +3; **Senses** low-light vision, Listen +16, Spot +8

AC 17, touch 15, flat-footed 14
hp 4 (1 HD)
Fort +2, **Ref** +5, **Will** +2

Speed 10 ft. (2 squares), fly 40 ft. (average) (8 squares)
Melee talons +5 (1d4–3)
Space 2–1/2 ft.; **Reach** 0 ft.
Base Atk +0; **Grp** –11

Abilities Str 4, Dex 17, Con 10, Int 2, Wis 14, Cha 4
SQ 1 bonus trick, link, share spells
Feats Alertness, Weapon Finesse[B]
Skills Listen +16, Move Silently +17, Spot +8



Treebrother's Grove

Weeping Mound

This low, grassy hill is too smooth and uniform to be a natural occurrence. Anyone stepping onto the mound feels a palpable sense of sadness and grief, as though he were standing at the grave of a dear friend.

Guardian Trees

The trees surrounding this clearing are woven tightly together, as if attempting to keep something out. Moving through the squares between these trees counts as moving through difficult terrain, unless the character has the woodland stride ability. If an orc or half-orc tries to enter the clearing, the trees close in even tighter, forcing the character to make a DC 15 Escape Artist check to wriggle through.

TREEBROTHER IN EBERRON

The wild lands of the Eldeen Reaches contain some of the most ancient forests in all of Khorvaire, and in its depths many sects of druids stand guard. Some, such as the Wardens of the Wood, are generally friendly to travelers who respect natural places. In this setting, Anda is a natural Warden, and his clashes with outside groups such as warlike orcs and greedy dwarves need no adaptation. Another druid sect of Eberron is the Greensingers, who are closely allied with the fey and embrace a chaotic, unrestrained lifestyle. They are more unpredictable than the Wardens, making for unearthly and hazardous encounters.

The Gatekeepers, on the other hand, are concerned entirely with defending the land against incursions by the dark forces of Khyber, and they specialize in fighting aberrations, fiends, and the like. Most Gatekeepers are orcs, although some half-orcs and humans number among them, and their tradition goes back to ancient times. If *Treebrother* is in that sect's possession, you must revise the weapon's history somewhat—Gatekeeper orcs are not ravening brutes, and an orc attack against the weapon's bearer doesn't make much sense in that context. Instead, Anda, Tarnla, and Nidria fought to halt a fiendish invasion and reseal the portal that had held the horrors back. The Gatekeepers are likely to be guarding *Treebrother*'s grove closely, and they will have many pointed questions for those who wish to enter. (The guardian trees might instead prevent the passage of aberrations or fiends rather than orcs.)

Other druid sects inhabit the Reaches, though, and not all are kindly protectors of the trees. The Ashbound are fanatics who fight against the encroachment of civilization in all its forms, although they prefer "active discouragement" to killing. After fighting against the brutality of those who had attempted to ravage the forest, the keepers of *Treebrother* might have joined the Ashbound sect. Nidria herself might now be hardened and hostile to characters attempting to breach her grove.

TREEBROTHER IN FAERÛN

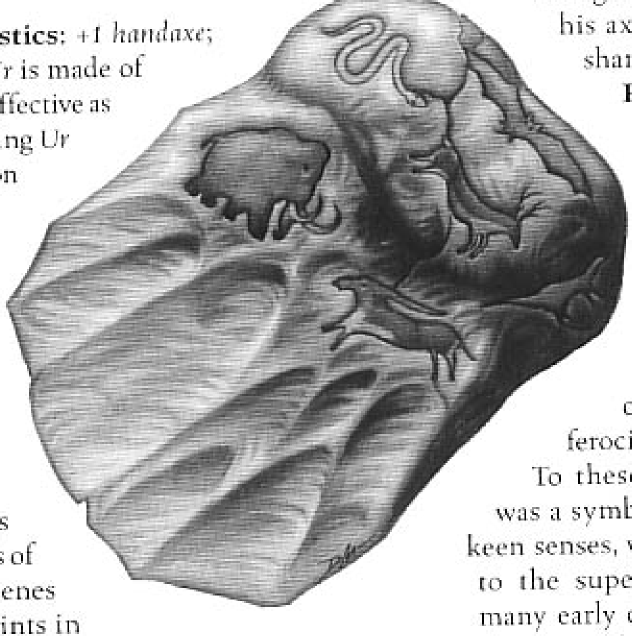
Faerûn has many forests, but the oldest and wildest are found in the Unapproachable East, especially the ancient Ashenwood of Rashemen. It is completely unspoiled, and in fact its paths are untrodden by any humanoid—not even elves. The forest is home to wild fey, elder treants, and spirit creatures. Occasionally a Rashemi human enters on a sacred quest or to seek the wisdom of the spirits, but by ancient compact none remain long within its borders (and none enter without proper offerings and observances). In this setting, even the druid Anda would have been forbidden to remain within the Ashenwood's borders; instead, he watched the approaches to the forest (in the Rashemi tradition, he would most likely have been a woman, perhaps even a hathran). The approach to *Treebrother*'s grove requires the offering of gifts and prayers to the spirits simply to enter the forest, and someone seeking the staff might also require dealing with some of its mighty protectors, such as Bristlebeard the awakened dire boar or the ancient treant Stormwind.

UR

A casual observer might easily mistake *Ur* for a simple chunk of flint broken off of a larger rock eons ago by natural forces. A closer inspection, however, reveals one edge of the rock has been carefully napped down to a razor edge, while the opposite side has been shaped into a crude handgrip. Small, primitive figures of deer, wolves, and bears are etched into the stone.

Nonlegacy Game Statistics: *+1 handaxe*; Cost 2,306 gp. Although *Ur* is made of stone, its magic makes it as effective as a steel weapon. Simply holding *Ur* gives you a deeper connection to your savage, primitive ancestors, granting a +1 circumstance bonus on Intimidate checks.

Omen: The carvings sometimes appear to have changed places of their own accord, though they never move while being observed. The carvings sometimes offers glimpses of *Ur*'s past, showing you scenes of battle from various points in many millennia.



Ur predates any record of human civilization

Illus. by D. Martin

HISTORY

Eons ago, before the human race developed even the most basic metallurgical skills, primitive bands of hunter-gatherers crafted weapons from the stones of the earth, the bones of their prey, and other simple materials. For hunting, these tribes favored simple bows, spears, and slings, but for warfare, many preferred a crude axe made from a wedge of flint or obsidian. Although brittle in comparison to the iron and steel weapons used by modern warriors, these stone axes held an edge sharp enough to shave with and could inflict devastating wounds. Many warriors ascribed totemic attributes to their weapons, hoping to draw upon the strengths of animal spirits by carving their likenesses into the stone. **(DC 15)**

Although it is nearly impossible to garner the history of a specific weapon crafted tens of thousands of years before the invention of the written word, it is clear from its multitude of animal glyphs that *Ur* was the weapon of a great warrior, perhaps even a chieftain. He must have undergone many spiritual ordeals in order to gain the favor of his tribe's shaman, whose powers would have been necessary to bind animal spirits into the axe. The oldest carvings on the weapon appear to be those of deer or antelope, so *Ur*'s first owner was probably a scout of some sort, fleet of foot and keen of eye. The puzzle is how such an individual could become a renowned warrior with enough wealth and prestige to have his axe bound with such potent shamanic magic. **(DC 18; Swift Hooves of the Deer)**

After the deer carvings, the next oldest appear to be of a pack of wolves. This change from prey animal to predator might mark the wielder's transition from lookout or scout to hunter or raider, with the attendant ferocity attached to such a change. To these ancient people, the wolf was a symbol of stealth, cunning, and keen senses, with a profound connection to the supernatural and mystical. In many early cave paintings, for example, the sun and moon are depicted as a pair of wolves circling each other, testing for dominance. Wolf pelts and skulls found in many prehistoric gravesites hint that wolves were considered guides to or messengers from the afterlife. Above all, though, these primitive people saw in the wolf packs both a terrible enemy and a structure to be emulated—wolves are, in many ways, the perfect hunters. Thus, many hunters and shamans took the wolf as their totem. **(DC 25; Rite of the Wolf's Howl)**

The most recent (if anything on a such an old axe can be called recent) figures adorning *Ur* are those of great bears, twice the size of either the deer or the wolves. The bear was the symbol of the warrior—specifically, the warrior as protector of the tribe, just as bears fight most fiercely to protect their cubs. Also an icon of great wisdom and leadership, the bear hints that *Ur*'s original owner rose from humble beginnings as a scout to a dominant war-leader in a relatively short period. It is unknown whether *Ur*'s attendant animal spirits were a factor in this ancient warrior's rise to supremacy, or if the axe gained its true power

Table 3–48: Ur

	Personal Costs		
Wielder Level	Skill Check Penalty	Hit Point Loss	Abilities
5th	—	—	Deer spirit
6th	—	2	Fast movement (+5 ft.)
7th	–1	—	—
8th	—	2	*+2 handaxe*
9th	—	2	Keen sight
10th	—	2	Swift stride 3/day
11th	—	—	Wolf spirit, fast movement (+10 ft.)
12th	—	2	*+3 handaxe*
13th	–2	—	Stealthy approach
14th	—	2	—
15th	—	—	*+4 handaxe*
16th	—	2	Wolf's cunning
17th	—	—	Bear spirit, implacable will
18th	–3	2	*+5 keen handaxe*
19th	—	2	*Healing totem* 2/day, natural lore
20th	—	2	Savage transformation 1/day

only when the warrior was influential enough to command the tribe's shaman to ensorcel the stone. What cannot be disputed is that the magic bound into *Ur* gave the weapon a primitive, animal intelligence that has lasted to this day. **(DC 31; Strength of the Bear)**

LEGACY RITUALS

Three rituals are required to unlock all the abilities of *Ur*.

Swift Hooves of the Deer: You must locate, stalk, and kill a deer or similar animal. You have to hunt alone, wearing no armor except for hide. The deer must be brought down using a wood, bone, or stone version of any of the following weapons: club, dagger, handaxe, javelin, shortbow, sling, or spear. Once the deer is slain, you must dress the carcass and make a ritual offering to the deer spirits. *Cost:* 1,600 gp. *Feat Granted:* Least Legacy (*Ur*).

Rite of the Wolf's Howl: You have to perform another sacred hunt, killing a dire wolf, a winter wolf, or a worg. All of the restrictions listed in Swift Hooves of the Deer apply to this hunt. You must prepare the wolf's corpse and make a ritual offering to the wolf spirits. *Cost:* 13,500 gp. *Feat Granted:* Lesser Legacy (*Ur*).

Strength of the Bear: You are required to hunt and slay a dire bear, again with the restrictions described in Swift Hooves of the Deer. You must once again dress the body and perform a ritual offering to the bear spirits. *Cost:* 38,000 gp. *Feat Granted:* Greater Legacy (*Ur*).

WIELDER REQUIREMENTS

Rangers and barbarians find performing Ur's legacy rituals easiest, but any character can benefit from its totemic abilities.

Ur Wielder Requirements

Base attack bonus +4
Hide 2 ranks
Survival 4 ranks

LEGACY ITEM ABILITIES

All the following are legacy item abilities of *Ur*.

Deer Spirit: At 5th level, *Ur*'s deer spirit awakens and the handaxe becomes an intelligent item. *Ur* then has an Intelligence of 10, a Wisdom of 13, and a Charisma of 13. Its alignment is neutral and it communicates via empathy. Being somewhat twitchy and fearful, the deer's empathic communications fall into two categories—contentment or fear. The handaxe can see and hear to a range of 60 feet. Its Ego score is 4 + its enhancement bonus.

Fast Movement (Su): At 6th level, your base land speed increases by 5 feet. Treat this as an enhancement bonus. At 11th level, this bonus improves to 10 feet.

Keen Sight (Su): You gain a +5 competence bonus on Spot checks at 9th level.

Swift Stride (Su): Starting at 10th level, three times per day as a swift action, you can grant yourself a 30-foot enhancement bonus on your base land speed. The increase lasts 1 round. Caster level 5th.

Wolf Spirit: At 11th level, the wolf spirit within *Ur* awakens, completely replacing the deer spirit. *Ur*'s Wisdom and Charisma increase to 16, and the handaxe gains darkvision out to 60 feet. The wolf spirit is aggressive and cunning, using the Common tongue to suggest tactics. Its Ego score is 10 + its enhancement bonus.

Stealthy Approach (Su): At 13th level, you gain a +10 competence bonus on Move Silently checks.

Wolf's Cunning (Su): You are able to react to danger with surprising speed. At 16th level, you gain a +5 bonus on initiative checks.

Bear Spirit: At 17th level, the bear spirit within *Ur* awakens, overshadowing the wolf spirit. The bear spirit is calm and thoughtful unless confronted with aggression, in which case it responds swiftly and brutally. *Ur*'s Wisdom and Charisma increase to 18, and it gains the ability to communicate with you telepathically. The handaxe gains blindsense, and all its senses work out to 120 feet. The handaxe's Ego score is 17 + its enhancement bonus.

Implacable Will (Su): At 17th level, you gain a +5 morale bonus on Will saves.

Healing Totem (Sp): Starting at 19th level, two times per day as a swift action, you can use *cure critical wounds* (self only) as the spell. Caster level 15th.

Natural Lore (Su): At 19th level, you gain a +5 competence bonus on Knowledge (nature) and Survival checks.

Savage Transformation (Su): Beginning at 20th level, once per day as a free action, you can enter a state of savagery lasting for 10 rounds. In this state, you are immune to poison, death effects, and fear effects. Any damage that would reduce you to –1 or fewer hit points is ignored. You cannot benefit from any effect or ability, magical or otherwise, allowing you to regain or heal hit points—such effects simply fail for the duration of the transformation.

ADVENTURE SEED (EL 5)

While traveling through the wilderness, the heroes stumble across a cavern gaping in a rocky cliff face. The cave seems to radiate an aura of ancient, primeval power. As the characters approach the opening, a deer bounds out and leaps away into the forest. Within await a brown bear and a pair of wolves, snarling when they see someone approaching. Any character with Knowledge (nature) instantly recognizes this is unnatural behavior—these three creatures are likely held here by some outside force. That force is *Ur*, which rests atop a crude stone dais like a primitive holy relic on a shrine.

Brown Bear: hp 51 (see page 269 of the *Monster Manual*).

Wolves (2): hp 13, 15 (see page 283 of the *Monster Manual*).

ALTERNATIVE HISTORIES OF UR

The legacy weapon presented here is intimately connected with primitive human culture, but there is no reason you can't customize it to preliterate peoples of some other race, such as lizardfolk or orcs. To do so, simply alter some of the item's superficial details to bring it more into line with the alternative culture. For example, the specific animals carved into the blade might differ from the deer, wolf, and bear described above. The legacy abilities granted remain the same, but would have different names. Thus, a weapon of lizardfolk might have images of lizard, snake, and tortoise, respectively; one crafted for a locathah warrior could have seahorse, shark, and whale. The spirits can also be tied to a specific environment, such as a desert; the various environment books (for example, *Sandstorm* or *Frostburn*) provide plenty of additional information and ideas for customizing the weapon's abilities to a given setting.

Another approach is to have *Ur* be not the weapon of a long-forgotten ancestor but a legacy that was founded recently by an uncivilized people. Thus, *Ur* does not lie forgotten in an ancient cave but grants its abilities to a nonplayer character that the party must deal with in some way. A great warrior has arisen among the savage orcs of the mountains, for example, or perhaps a goliath chieftain has imbued it with wondrous powers by winning many competitions of speed, strength, and courage. In the former case, the orc is probably a threat to be defeated; in the latter, perhaps a potential ally whom the PCs must persuade to wield her weapon in a greater cause. (Although goliaths are not primitive, theirs is a preliterate culture that reveres the primal forces of nature. See the *Races of Stone* supplement for details on the goliath race.)

Discovering the symbolism of *Ur* can also be more than simply undertaking a ritual hunt. The legacy rituals described above can become more involved, requiring the wielder to learn about the culture that made it. For example, the wielder might have to travel to an encampment of primitive peoples to learn the nature of the spirit offering that is needed, or consult with a scholar of lost tribes and their ways.

WARGIRD'S ARMOR

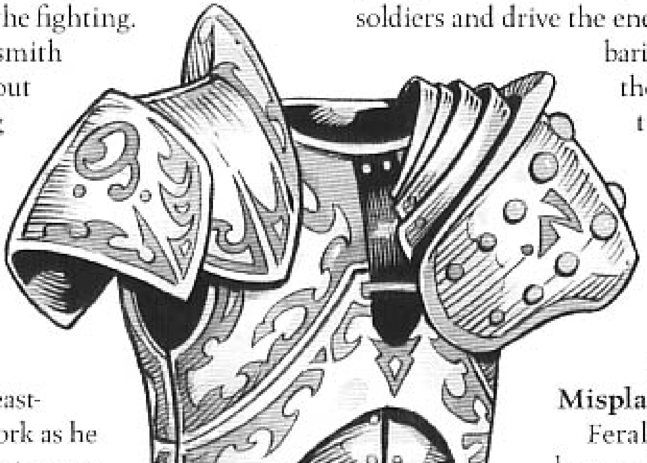
Wargird's Armor is a breastplate designed for a military officer. Its entire surface is etched with beautifully symmetric patterns and runes.

Nonlegacy Game Statistics: *+1 breastplate*; Cost 1,350 gp. You can sleep while wearing *Wargird's Armor* without being fatigued the next day. You also gain a +2 bonus on Constitution checks made to avoid taking nonlethal damage from a forced march.

Omen: Minor damage (not including hit point damage) sustained by *Wargird's Armor* as a result of a battle automatically repairs itself, ensuring the armor always looks unblemished.

HISTORY

Feralion Ordel made the breastplate that became *Wargird's Armor.* The armor was never meant as anything more than a functional breastplate for the type of field lieutenant who issued commands from horseback, well away from the fighting. Feralion was a military smith accustomed to churning out arms and armor, making new when he had to, repairing what he could, and replacing what he couldn't. He had no time to take pride in his work. During a long campaign, Feralion was ordered to forge a new breastplate. The smith went to work as he had many times before, but never had the final product turned out so completely devoid of flaws. Feralion couldn't stop marveling at his own craftsmanship, growing unable to part with the breastplate. He hid it instead. **(DC 15)**



Wargird's Armor will not allow its wearer to be defeated

Illus. by D. Crabapple

The breastplate had been ordered for a newly commissioned lieutenant, a replacement for another officer fallen to a single arrow. The damage to the dead lieutenant's breastplate was minimal, but the replacement lieutenant was of noble blood, and he expected a fresh outfit. Feralion hid the flawless armor, working hard to repair the dead lieutenant's breastplate, adjusting the fit to the replacement officer. When the self-satisfied lieutenant unceremoniously donned the seemingly new breastplate, Feralion felt justified in his deception. If the whelp couldn't tell the difference between new armor and old, he deserved the hand-me-down. Feralion then toiled endlessly on his prized breastplate, lovingly adorning it with symmetric patterns and runes. **(DC 20; Spark of the Anvil)**

One day, the regiment Feralion served came up against barbarians of the frozen highlands. The enemy showed up in unexpected force, dwarfing the regiment's numbers. Outraged at the civilized kingdoms for invading their ancestral lands, the berserkers brutally plowed through the regiment's defenses, forcing the officers to retreat almost immediately. Feralion had to defend himself, but having anticipated as much, he had already donned *Wargird's Armor.* With an ordinary sledgehammer in hand, Feralion stood against the ravening horde quite prepared to die. But the longer he continued fighting, the more the smith realized he could not be struck—his armor simply wouldn't allow it. Feralion broke through the berserker lines, giving the officers enough time to rally their remaining soldiers and drive the enemy back. Although the barbarians held their ground against the counterattack, Feralion had turned sure defeat into a stalemate. He was promoted to lieutenant on the field. What Feralion didn't realize was the spirit of a berserker youth he killed that day had bonded with the breastplate. **(DC 25; Misplaced Youth)**

Feralion and *Wargird's Armor* became legendary. He was a leader who fought at the front of the ranks, leading charges in many successful battles. His iconic status, however, made him a target. Assassins and mercenaries alike were hired by the enemy to target Feralion in the field. The few times an attack did strike Feralion's armor, he flew into such a violent fury that his opponent was usually dispatched shortly thereafter. Attempts were even made to steal *Wargird's Armor,* but something always kept Feralion alert, foiling all such plots. Only the stalemate when first he had donned his flawless breastplate haunted the smith-turned-soldier. Feralion then sought permission to lead several regiments against the barbarians of the northern highlands, and he was given leave to attack as he saw fit. The battle should have gone well—the enemy was outnumbered—but the barbarians used

Table 3–49: Wargird's Armor

	Personal Costs			
Wielder Level	**Attack Penalty**	**Will Save Penalty**	**Hit Point Loss**	**Abilities**
5th	—	—	—	Easy movement
6th	–1	—	—	*+2 breastplate*
7th	—	–1	2	Warrior's surge 1/day
8th	—	—	2	—
9th	—	–2	—	*+3 breastplate*
10th	—	—	2	Fast movement
11th	—	—	—	*+3 breastplate of light fortification*
12th	–2	—	—	Awakened spirit
13th	—	—	—	*+4 breastplate of light fortification*
14th	—	—	2	—
15th	—	–3	—	*+4 breastplate of medium fortification*
16th	—	—	2	*Haste* 5/day
17th	—	—	—	*+5 breastplate of medium fortification*
18th	–3	—	—	Resistance to cold 20
19th	—	—	—	*+5 breastplate of heavy fortification*
20th	—	–4	—	*Stoneskin* 1/day

nature against the intruders. As Feralion and his army marched through the frigid passes, barbarian drums echoed through the region and shook thundering walls of snow down upon the attackers. Avalanches completely buried everyone, preserving their bodies in crypts of shattered ice and frozen powder. *Wargird's Armor* has presumably been buried there ever since. **(DC 30; The Journey Home)**

LEGACY RITUALS

Three rituals are required to unlock all the abilities of *Wargird's Armor.*

Spark of the Anvil: You have to construct a breastplate without assistance and at your own expense (not included in the ritual cost). The breastplate must be given to a deserving warrior to whom you have no relationship. *Cost:* 1,500 gp. *Feat Granted:* Least Legacy (*Wargird's Armor*).

Misplaced Youth: You are required to choose a side in a war you think is just, volunteer as a soldier, accept no pay, and actively participate in at least one battle. *Cost:* 13,000 gp. *Feat Granted:* Lesser Legacy (*Wargird's Armor*).

The Journey Home: You must seek out the barbarians of the frozen highlands and learn the identity of the young berserker who bonded with *Wargird's Armor. Cost:* 40,000 gp. *Feat Granted:* Greater Legacy (*Wargird's Armor*).

WIELDER REQUIREMENTS

Most wearers of *Wargird's Armor* are fighters or paladins, although any character proficient with medium armor might be interested in the item.

Wargird's Armor Wielder Requirements

Base attack bonus +4
Craft (armorsmithing) 4 ranks
Armor Proficiency (Medium)

LEGACY ITEM ABILITIES

All the following are legacy item abilities of *Wargird's Armor.*

Easy Movement (Su): Beginning at 5th level, Wargird's Armor is treated as light armor for any purpose related to your movement.

Warrior's Surge (Su): At 7th level and higher, once per day when a melee attack would reduce you to 0 or fewer hit points, you immediately gain a +4 bonus to Strength and Constitution for 5 rounds. This ability activates without an action on your part—you have no control over this feature.

Fast Movement (Su): At 10th level, you gain a 5-foot enhancement bonus to your base land speed.

Awakened Spirit: Once you attain 12th level, the spirit of the young berserker warrior, who bonded to *Wargird's Armor* so long ago, awakens. As an intelligent item, the breastplate has Intelligence 10, Wisdom 16, and Charisma 16. It can hear, see, and has darkvision out to 60 feet. *Wargird's Armor* speaks (but cannot read) Common and is neutral good. The breastplate has an Ego score of 10 + its enhancement bonus, increasing to 14 + its enhancement bonus if any greater abilities are unlocked. In the event a personality conflict occurs, *Wargird's Armor* pushes you into any opportunity for melee combat.

Haste (Sp): Starting at 16th level, five times per day as a swift action, you can use *haste* as the spell. Each use lasts 1 round. Caster level 10th.

Resistance to Cold (Su): At 18th level, you gain resistance to cold 20.

Stoneskin (Sp): At 20th level and higher, once per day on command, you can use *stoneskin* as the spell. Caster level 15th.

ADVENTURE SEED (EL 5)

While trekking through a frigid highland pass, a randomly determined character trips over a strangely glistening stone unless he makes a DC 25 Spot check. Closer examination reveals the stone is actually a helmet frozen in the snow. If the characters dig the helmet out, they discover many ice-covered bodies, their garb revealing them as soldiers from the same army. A little farther along the path, the heroes discover more equipment strewn about a hole and more bodies under the snow. Any character with the Track feat can make a Survival check to see the signs of a body being removed from the hole and dragged away by a Large quadruped (the base DC for tracking is 14, modified by the actual conditions at the site, as determined by the DM). The tracks lead to a winter wolf's underground burrow. Gnarl, the winter wolf, has been dragging bodies to her den to eat, and she has the equipment worn by the unfortunates collected in a recess of the burrow. The trove includes *Wargird's Armor*.

Gnarl, Winter Wolf: hp 51 (see page 256 of the *Monster Manual*).

Winter Wolf Burrow

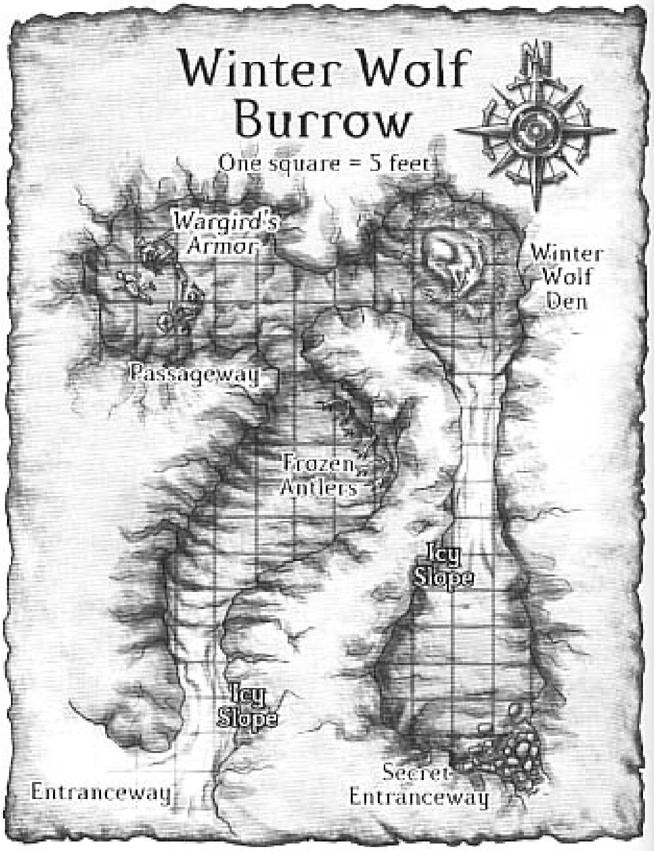
This map depicts the underground burrow of a winter wolf. This burrow obviously exists in an arctic climate and should reflect as much near the entranceway, icy slope, and frozen antlers. The chamber containing the bodies sketched on the map also contains *Wargird's Armor*.

Entranceway

This entrance to the den is obvious, not covered by snow and well trodden by the winter wolf's paws.

Icy Slope

The den descends rapidly into the frozen earth, and there are steep areas of ice-covered, smooth soil that are difficult to negotiate. A DC 15 Balance check is required to avoid slipping and sliding down the slope.



Frozen Antlers

A character who slips on the entranceway slope might fall into this crude trap. It is built of chipped bones and antlers frozen into a mound of ice.

Frozen Antlers Trap: CR 1; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; multiple targets (first target in each of two adjacent 5-foot squares); bone spikes (Atk +8 melee, 1d4 bones per target for 1d4 each); Search DC 5; Disable Device DC 5.

Passageway

This is a very narrow passage, filled in with packed snow.

Wargird's Armor

This small recess contains several frozen corpses and scattered oddments, among which lies *Wargird's Armor*.

Winter Wolf Den

Gnarl rests here when she is not hunting.

Secret Entranceway

This "back door" is filled in with snow and ice, forming an emergency exit for the winter wolf.

Illus. by D. Kovacs

The slithering, obscene runes carved into the metal of the pitted blade were not the icons of good and light, Aedwar was sure.

But the tombstone golems roused as age-old pacts were triggered, and guardian demons swarmed around him, defending the final resting place of their ancient master.

Desperate, Aedwar snatched up the blade. It seared his hand with cold, shooting tendrils of weakness through his limbs. It was a thing of evil—but it was the only weapon at hand. It was this awful sword or nothing. Steeling himself against the terrible pain, he tightened his grip on the blade and turned to face the fiendish horde.

Later, with the crumpled, exsanguinated forms of demons scattered about his feet, Aedwar made to cast away the sword, but he paused . . .

The pain was less. Oh, it was still there, but it wasn't the soul-wrenching agony of his first contact.

Aedwar wondered at the change, but even more so at his near miraculous victory over the swarming demons. The pain had lessened *after* the battle's conclusion, as if the blade had reached an accommodation with its wielder—somehow empowered or changed by the momentous conflict—who, all alone in a forgotten tomb, beat back a demonic swell.

Aedwar girded the sword to his belt.

So was the weapon of legacy *Exordius* founded.

FOUNDING LEGACY ITEMS

Tales of heroes are told far and wide because of mighty exploits. Heroes accomplish great tasks, set to right monumental wrongs, and defeat insuperable odds, sometimes at great cost. The item or weapon that a hero uses to accomplish this goal makes the difference between success and failure.

With the DM's approval, a player might use a momentous event as the necessary catalyst to begin investing her character's signature item with legacy abilities. She controls the process of imbuing the item with particular abilities as she advances in experience, within the larger context of the campaign's plots and adventures.

THE DECISION

As a player character, you must decide whether to invest the necessary energy and resources in founding an item of legacy. Sometimes the decision is thrust upon you by events of the campaign: You are the hero of a story, which becomes the legend of a later age. Implements of that hero become storied relics—and possibly legacy items. Only after a founding event (see below) occurs must you make the decision.

THE FOUNDING EVENT

Every so often, a dramatic event shakes a campaign. Perhaps a party defeats a mind-killing illithid against all odds—only the rogue's last, desperate dagger thrust ensures survival. On the other hand, the party might be wiped out. If later adventurers then recover the dead characters' gear and learn the details of the massacre, they can realize one of the items holds the seed of legacy.

Up to three different founding events might occur during the empowerment of a legacy item, but the first one establishes the item's identity. Meticulously detail all the circumstances of this event, which are uncovered by research when a new wielder takes it up. Additional founding events allow it to gain even more abilities. The candidate item doesn't even have to be magic (see The Candidate Item, below).

What makes a founding event? Below are some suggestions. In all cases, the DM makes the final determination of the event's suitability.

Illus. by W. Reynolds

A blow struck at the moment of greatest need can found a legacy

Right Time and Right Place

The item is responsible for resolving a "clutch" situation, one that means the difference between success and disaster. A *ring of feather falling* might save a character from a tumble into boiling lava, or *gauntlets of ogre power* provide the extra oomph to break down a door just in time to save a comrade from a terrible fate.

Destiny Calls

The item slays an important figure, whether by design or by a terrible twist of fate. For example, a fighter's axe cleaves the skull of an orc assassin who has slaughtered half the party, or a holy sword slips from the grasp of the paladin and accidentally kills a helpless friend.

DM Fiat

An event occurs that the DM deems important enough to begin the process of founding a legacy item. In this case, the DM

SUMMARY: FOUNDING LEGACY ITEMS

1. Accomplish an appropriate founding event using a suitable candidate item.
2. Design a founding ritual based on the founding event.
3. Perform the founding ritual (paying all costs) and gain a legacy feat.
4. Assign legacy abilities to the item from the following menus:

Least Legacy	Lesser Legacy	Greater Legacy
Menu A	Menu D	Menu G
Menu B	Menu E	Menu H
Menu C	Menu F	Menu I

5. Unlock and use the item's legacy abilities.

merely informs the player of each affected character, who can then choose whether to design an appropriate founding ritual.

PC Petition

An event occurs that a player feels is important enough to begin the process of founding a legacy item. In this case, the player asks the DM for approval to design an appropriate founding ritual.

THE CANDIDATE ITEM

Founding a legacy item requires a suitable candidate.

Type

The following make suitable candidates for legacy items: weapons, armor, rings, rods, and staffs. A candidate item could also be a crown or circlet, a pair of gloves, or any one of the different kinds of magic items that can be worn at the same time, as described on page 214 of the *Dungeon Master's Guide*.

Nothing prevents a belt, a set of bracers, a vest, or a pair of eye lenses from becoming a legacy item; however, these are far less likely to serve an active role during a founding event.

Mundane, Masterwork, or Magic?

Mundane items typically do not possess the necessary "spark" of potential to grow into legacy items. Such an occurrence is extraordinarily rare. A masterwork item can attain a legacy, but this is unusual.

In general, only items that are already magic in some fashion have the required thaumaturgical framework to found a legacy. For example, an otherwise unremarkable *+1 longsword* could grow into a mighty bane of evil over the course of many long years and arduous adventures.

Conversely, magic items that carry more than minor power do not make suitable candidates for legacy items. Therefore, weapons and armor with a +2 or higher effective enhancement bonus cannot become legacy weapons, nor can other magic items whose market price is above 4,000 gp. Weapons and armor made of special materials that increase their market price are still viable candidate items, as long as their initial enhancement bonus is no more than +1.

DESIGNING FOUNDING RITUALS

Once a founding event occurs that involves a suitable candidate item, you can found a legacy for that item. This is a complex process with several steps.

The first crucial step in founding a legacy is to chronicle in detail the history of an item—even if its history is just beginning. This knowledge will define the details of a ritual that encapsulates the founding event in a formal manner, such as a reenactment or a ceremony that is somehow related to the item's history. Each candidate item requires a different ritual, which must commemorate the event that propelled the item to potential legacy status. The ritual always includes the candidate item. Example rituals of the broadest type are provided in the General Legacy Ritual Examples sidebar. When creating a founding legacy, you can choose from those listed or come up with a legacy of your own. The legacy descriptions in Chapter 3 also offer good examples of suitable rituals. Your ritual should have a name, preferably one that reflects the item's unique history.

An item's founding rituals, once established, also make up the rituals that a potential wielder (other than the founder) must perform to unlock the item's legacy abilities.

Once you have designed, performed, and benefited from the first ritual, which is called a least legacy ritual (see below), you gain the Least Legacy feat for your item as a bonus feat. You also begin to imbue your item with magical abilities that you can unlock as you advance in level. You must design and perform lesser and greater legacy rituals if you want the item's abilities to continue progressing as you grow in power and experience. As with the least legacy ritual, these

BEHIND THE CURTAIN: LEGACY ITEM FOUNDING RESTRICTIONS

Designing the rules for items of legacy is a challenge: On the one hand, the items must be exciting and unique, while on the other, they can't be so powerful that they destroy game balance. Thus legacy abilities and costs are all balanced against a character's expected power and wealth at a given level. (The relative values of abilities in the legacy item menus presented in this chapter also follow this principle.) Taking these factors into account, as well as the customized ritual and personal costs of each item, no more than a +1 enhancement bonus (or equivalent ability) is appropriate for a starting item.

new rituals must also be tied to the item's history, however short it might be.

When you perform the founding least legacy ritual, you must pay all the gp costs associated with that ritual (see Setting Costs on page 184). In addition, you must expend a set amount of experience points, as described under Least Legacy Founding Ritual (see below). Lesser and greater legacy founding rituals also require an expenditure of XP; see the Lesser Legacy Founding Ritual and Greater Legacy Founding Ritual sections for details. Those who wield the legacy item after you do not spend these experience points, and must only pay the material (gp) costs associated with each ritual.

Whenever you design a founding ritual, you must undergo and pay all costs for the ritual yourself before you or any other wielder can access the legacy abilities associated with that ritual. The legacy founding process is ruined if you pass the item to another wielder without first paying all costs, and you must start anew.

You gain the benefits of a given legacy ritual only if you have reached the specified character level, as set out below.

Legacy Ritual	Minimum Character Level
Least	5th
Lesser	11th
Greater	17th

Least Legacy Founding Ritual

The least legacy ritual, when performed for the first time, turns the item into an item of legacy. This ritual establishes the general nature and theme of the item, influencing all its later legacy abilities, as well as establishing the abilities available from 5th through 10th level. Designing an appropriate least legacy ritual requires some forethought as well as personal adaptation of the item's specific abilities.

Cost: In addition to the gp cost for raw materials (see Setting Costs on page 184), designing and performing a least legacy founding ritual requires the expenditure of 500 XP. Upon completing the ritual, you gain the Least Legacy feat specific to your item as a bonus feat.

Lesser Legacy Founding Ritual

The lesser legacy ritual, when performed for the first time, brings a legacy item to the next level of power.

GENERAL LEGACY RITUAL EXAMPLES

Many of these example rituals involve a trial, test, dedication, or similar commitment. Within one day of completing the listed activity (whether before or after), you must expend raw materials as determined by the ritual type (least, lesser, or greater).

Trial By Enemy: Choose one creature type (such as an elemental, dragon, aberration, and so on), or a specific foe (such as an evil half-dragon). You must defeat a chosen foe with a Challenge Rating equal to or greater than your character level.

Requiem: Enact a memorial service in the location where the founding event occurred or in a similar location. The memorial rite recounts, reveals, or recreates the founding event.

Ordeal: Undergo a challenge that is physically demanding or involves physical or mental danger, and that somehow recounts, reveals, or recreates the founding event.

Test: Prove your prowess in some skill, test, or feat. Alternatively, you must run a gantlet of successive challenges or labors.

Purification: The item must be purified in some way. This might involve bathing it in special waters, anointing it with blessed oils, or some other action and materials relating to the founding event.

Meditation: Meditate on the item for one day per character level. You must spend at least 8 continuous hours in meditation each day; during this period, you cannot engage in mentally or physically demanding activities, such as combat or spellcasting. If your meditation is interrupted, the ritual fails and must be restarted; however, you do not need to pay its gp cost again.

Pledge: Dedicate yourself to some principle or philosophy related to the founding event. Each time you fail to act in accordance with this pledge, you are unable to use the two highest-level available abilities of your legacy item for one day. If you repeatedly fail to honor the pledge, you lose access to those abilities for additional days.

Knowledge: Educate yourself in some area of knowledge that relates to the founding event. In game terms, you must purchase at least 1 rank in a suitable Knowledge skill, either immediately (if skill points remain available) or when you next attain a level.

Reverence: Enact a service that reveres a deity, spirit, or other aspect of the divine through invocations, prayers, songs, or rituals. You must enact the service in the location where the founding event occurred or a similar location.

Quest: Pledge yourself to a specific activity related to the founding event, such as slaying some great foe, recovering a magnificent relic, surviving a mythically dangerous passage, and so on. Unless you specify otherwise, you are presumed to be following the quest; however, each day after the initial pledge that you have not completed the quest, you have a 10% chance of being unable to use the two highest-level available abilities of your legacy item.

It allows you to establish further legacy abilities, available from 11th through 16th level.

Cost: In addition to the gp cost for raw materials (see Setting Costs on page 184), designing and performing a lesser legacy founding ritual requires the expenditure of 1,100 XP. Upon completing the ritual, you gain the Lesser Legacy feat specific to your item as a bonus feat.

Greater Legacy Founding Ritual

The greater legacy ritual, when performed for the first time, brings a legacy item to the "highest level" of power. It allows you to establish ultimate legacy abilities, available from 17th through 20th level.

Cost: In addition to the gp cost for raw materials (see Setting Costs on page 184), designing and performing a greater legacy founding ritual requires the expenditure of 1,700 XP. Upon completing the ritual, you gain the Greater Legacy feat specific to your item as a bonus feat.

A founding ritual requires both dedication and imagination

ASSIGNING LEGACY ABILITIES

The process of assigning legacy abilities—the powers that give a legacy item its identity—is complex. As a player whose character is founding an item of legacy, you should work with your Dungeon Master to create a suite of interesting and flavorful abilities that harmonize to form a unique creation.

You have two options when assigning legacy abilities. On completing a given founding ritual, you can choose all the abilities that are accessible to the associated legacy feat, effectively creating a "road map" to follow over the rest of your career. Alternatively, if your DM allows, you can choose each legacy ability when you attain the next character level that allows access to a new ability. You must still select abilities available for the appropriate legacy feat you have (least abilities if you have the Least Legacy feat). The second option allows much more flexibility but needs the approval of the DM to prevent abuse—otherwise you could simply choose the best ability for whatever challenge you happen to be facing at the time.

To guide you in choosing appropriate legacy abilities, this chapter presents a series of menus. Each menu includes a range of abilities of roughly equivalent value, allowing a nearly limitless variety of legacy items. These are not exhaustive—you can also create new abilities of roughly the same cost, even if they're not found on the menus. (In fact, many of the legacy items presented in Chapter 3 feature custom abilities that do not exactly match menu choices.) If you do so, determine a reasonable value for the ability (as a guide, try comparing it to equivalent magic item properties) or just compare

Illus. by M. Phillippi

BEHIND THE CURTAIN: XP COSTS FOR FOUNDING RITUALS

Founding a new legacy item (that is, designing and creating it from scratch) costs XP in addition to the raw materials costs for unlocking an existing item's abilities. The reasons for this are twofold.

First, designing your own legacy item from the ground up allows it to more closely fit your needs, as well as your campaign history. This makes the legacy more meaningful to you, but it also makes the item more powerful in your hands.

Second, if awakening a legacy item cost no more than creating a new one, there would be little reason to discover legacy items—characters would simply found their own, allowing them to customize items for the same price. Legacy items are intended to lend a distinctive cachet to a campaign as well as to reinforce its unique history and background, so there should be an incentive to introduce preexisting ones rather than have every player design his or her own.

its effect to similar abilities already listed in the menus or on preconstructed legacy items. Then determine the appropriate menu and assign the ability accordingly.

You can choose any given ability from a menu just once, unless specifically noted otherwise. For example, if you choose the armor or shield enhancement ability from Menu A, you can't choose it again as a least ability for that item.

You also can't "front-load" an item with powerful abilities at low levels from higher menus (which require additional slots from lower menus) and leave higher levels empty. For example, when selecting an ability from Menu B or C, you must "lose" Menu A slots. The empty slots must precede the slots filled by those menu abilities. If you choose two least abilities, one from Menu A and one from Menu B, the Menu A ability would appear at 5th level while the Menu B ability—which costs two Menu A slots—would appear at 7th level (leaving 6th level empty).

OMENS

In addition to legacy abilities, each item of legacy has an omen: a minor power that makes the item recognizable as something special. Of all the abilities you assign to an item when founding a legacy, only the omen can be used by a wielder without the Least Legacy feat specific to that item. (Of course, the original magical properties of the item also remain available to any wielder, with or without an enabling legacy feat.) Choose one of the ability categories from the Omen menu on page 188, then design its specific features. Alternatively, you can design a minor magical ability based on examples from preconstructed items in Chapter 3 (such as the +2 bonus on Concentration checks granted by the *Bones of Li-Peng* or *Bright Evening Star*'s light ability).

An omen manifests while the item is in use, when first drawn, or on some other triggering factor you specify.

LEGACY ABILITIES

Each legacy feat (least, lesser, and greater) is represented by three menus listing legacy items appropriate to that level of power. The first menu in a series lists the least powerful abilities. The simplest way to assign abilities for a given legacy feat is to choose one from the first menu (for example, Menu A for least legacy) for each level in the appropriate range. Abilities from higher menus are more powerful and take up additional ability slots: For example, each Menu B choice replaces two Menu A choices, while each Menu C choice replaces three Menu A choices. You can always choose an ability from a lower menu instead, if you prefer.

Each of the abilities listed in a menu has a generic title that describes its effect. To make your item more interesting, you can give the ability a colorful name that reinforces the item's theme. For example, if you are founding a legacy item that is somehow associated with mind flayers, and you choose the detect thoughts ability from Menu A, you might instead name the ability "*infiltrate brain.*" Many of the legacy items in Chapter 3 have custom abilities that aren't readily summed up by a simple spell name, for example, and have interesting names as a result.

Least abilities are the least potent (aside from the omen), and represent the first tier of power resident in an item of legacy. These abilities are described in Menus A, B, and C.

Lesser abilities represent a moderate to high level of power and are described in Menus D, E, and F.

Greater abilities represent the pinnacle of a legacy item's power. Greater abilities are described in Menus G, H, and I.

Unless otherwise specified, a legacy ability takes effect whenever you carry, wield, wear, or otherwise use the item of legacy.

SETTING COSTS

After designing the legacy rituals and assigning abilities to the item, you must decide on and set the ritual costs (in gp) and personal costs (such as hit point loss or attack penalties).

Ritual costs are fairly standard, but there is no simple method for assigning personal costs. You can't just choose a personal cost from a menu—it must have a consequence to both the founder and any subsequent wielder. Work together with your DM to design costs that are meaningful but not crippling.

A legacy item's personal costs are offset by its uniquely powerful abilities. Although it seems as though the wielder is accepting an onerous burden, the payoff is an item that is much more powerful than might otherwise be expected at a given character level.

SAMPLE COST PROGRESSIONS

This chapter provides ten sample progressions of ritual and personal costs appropriate to a range of characters. These are guidelines only—many items

TABLE 4–1

Character Level	Attack Penalty	Save Penalty	Hit Point Loss
5th	—	—	—
6th	—	—	4
7th	—	—	—
8th	—	–1	—
9th	–1	—	2
10th	—	—	—
11th	—	—	—
12th	—	—	2
13th	–2	—	—
14th	—	—	—
15th	—	—	2
16th	—	–2	—
17th	—	—	—
18th	—	–3	2
19th	—	—	2
20th	—	—	2

Ritual Costs: least 2,500 gp; lesser 12,500 gp; greater 40,500 gp.

TABLE 4–2

Character Level	Attack Penalty	Single Save Penalty	Hit Point Loss
5th	—	—	—
6th	–1	—	—
7th	—	–1	2
8th	—	—	2
9th	—	–2	—
10th	—	—	2
11th	—	—	—
12th	–2	—	—
13th	—	—	—
14th	—	—	2
15th	—	–3	—
16th	—	—	2
17th	—	—	—
18th	–3	—	—
19th	—	—	—
20th	—	–4	—

Ritual Costs: least 1,500 gp; lesser 13,000 gp; greater 40,000 gp.

TABLE 4–3

Character Level	Skill Check Penalty	Hit Point Loss
5th	—	—
6th	—	2
7th	–1	—
8th	—	2
9th	—	2
10th	—	2
11th	—	—
12th	—	2
13th	–2	—
14th	—	2
15th	—	—
16th	—	2
17th	—	—
18th	–3	2
19th	—	2
20th	—	2

Ritual Costs: least 2,000 gp; lesser 13,500 gp; greater 38,000 gp.

TABLE 4–4

Character Level	Attack Penalty	Skill Check Penalty	Hit Point Loss	Skill Point Loss
5th	—	—	—	—
6th	—	—	2	4
7th	–1	—	—	—
8th	—	–1	—	—
9th	—	—	—	2
10th	—	—	2	—
11th	—	—	—	—
12th	—	—	—	2
13th	–2	—	—	—
14th	—	—	2	—
15th	—	—	—	2
16th	—	–2	—	—
17th	—	—	—	—
18th	—	—	2	2
19th	—	–3	—	2
20th	—	—	—	2

Ritual Costs: least 1,700 gp; lesser 12,000 gp; greater 40,000 gp.

presented in Chapter 3 do not follow them precisely. Each progression lists the gp cost of the least, lesser, and greater legacy rituals, as well as the personal costs assessed against the wielder and the levels at which those costs are assessed. The ritual costs for each progression are similar but not identical.

A given progression is appropriate for a certain class of legacy items. For example, a progression that applies attack penalties has little effect on the average wizard, whereas skill penalties don't mean much to combat-focused characters such as fighters.

Tables 4–1 and 4–2 impose significant hit point losses, along with penalties on attack rolls and saving throws. These are most appropriate for items intended for fighters, paladins, barbarians, and other characters who focus on martial talents. Table 4–2 applies a penalty only to a single saving throw (Fortitude, Reflex, or Will, at the founder's option), but the penalty is more severe than the general penalties assessed in Table 4–1. Neither of these progressions is suitable for characters who don't rely on attack rolls (such as wizards). Hit point losses are cumulative, but penalties on attacks and saves represent the total at a given level.

Tables 4–3 and 4–4 impose costs related to both combat (hit points or attack penalty) and skill use

TABLE 4–5

Character Level	Skill Check Penalty	Save Penalty	Hit Point Loss	Skill Point Loss
5th	—	—	—	—
6th	—	—	2	3
7th	–1	–1	—	—
8th	—	—	—	3
9th	—	—	—	—
10th	—	—	2	—
11th	—	—	—	—
12th	—	–2	—	—
13th	—	—	—	3
14th	–2	—	—	—
15th	—	—	—	—
16th	—	—	—	3
17th	—	—	—	—
18th	—	—	—	3
19th	–3	—	—	—
20th	—	—	—	3

Ritual Costs: least 2,300 gp; lesser 12,700 gp; greater 40,500 gp.

TABLE 4–6

Character Level	Skill Check Penalty	Save Penalty	Caster Level Penalty	Spell Slot Loss
5th	—	—	—	—
6th	—	—	—	1st
7th	—	–1	–1	—
8th	–1	—	—	2nd
9th	—	—	—	—
10th	—	—	—	3rd
11th	—	—	—	—
12th	—	—	—	4th
13th	—	—	–2	—
14th	—	—	—	5th
15th	–2	—	—	—
16th	—	—	—	6th
17th	—	—	—	—
18th	—	—	—	7th
19th	—	—	—	—
20th	—	—	—	8th

Ritual Costs: least 3,500 gp; lesser 13,500 gp; greater 43,000 gp.

(skill points or skill check penalty). These progressions work best with characters who rely on both, such as rangers, barbarians, monks, and rogues. Table 4–3 is meant for those with higher hit points (such as barbarians), while Table 4–4 is more heavily weighted toward those with lower hit points (such as rogues). Neither of these progressions is suitable for martial characters who don't rely heavily on skills (such as fighters) or who are neither combat specialists nor skill-users (such as sorcerers). Hit point and skill point losses are cumulative, but penalties on attacks and skill checks represent the total at a given level.

TABLE 4–7

Character Level	Attack Penalty	Hit Point Loss	Spell Slot Loss
5th	—	—	—
6th	—	2	1st
7th	—	2	—
8th	–1	—	2nd
9th	—	2	—
10th	—	—	3rd
11th	—	—	—
12th	—	—	4th
13th	—	2	—
14th	—	—	5th
15th	—	2	—
16th	—	—	6th
17th	—	—	—
18th	—	—	7th
19th	—	2	—
20th	—	—	8th

Ritual Costs: least 1,500 gp; lesser 11,500 gp; greater 39,000 gp.

TABLE 4–8

Character Level	Skill Check Penalty	Caster Level Penalty	Skill Point Loss	Spell Slot Loss
5th	—	—	—	—
6th	—	–1	2	—
7th	—	—	—	1st
8th	—	—	2	—
9th	—	—	2	—
10th	–1	—	—	2nd
11th	—	—	—	—
12th	—	—	2	—
13th	—	–2	—	3rd
14th	—	—	2	—
15th	–2	—	—	—
16th	—	—	—	4th
17th	—	—	—	—
18th	—	–3	2	—
19th	—	—	—	5th
20th	–3	—	2	—

Ritual Costs: least 2,000 gp; lesser 14,000 gp; greater 41,000 gp.

Table 4–5 is similar to Table 4–4, except that it replaces the attack penalty with a save penalty and drastically reduces the hit point cost. It is best suited to skill-using characters who don't engage in much combat, such as bards and rogues who are fast-talking or deft rather than sneak attackers. It is not appropriate for characters with fewer than 6 skill points per level, since it can severely limit skill acquisition. Hit point and skill point losses are cumulative, but penalties on saves and skill checks represent the total at a given level.

Table 4–9

Character Level	Manifester Level Penalty	Power Point Loss
5th	—	—
6th	–1	2
7th	—	—
8th	—	2
9th	—	—
10th	—	2
11th	—	—
12th	—	2
13th	–2	—
14th	—	2
15th	—	—
16th	—	2
17th	—	—
18th	—	2
19th	—	—
20th	—	2

Ritual Costs: least 1,500 gp; lesser 11,000 gp; greater 40,000 gp.

Table 4–10

Character Level	Attack Penalty	Manifester Level Penalty	Hit Point Loss	Power Point Loss
5th	—	—	—	—
6th	–1	–1	—	—
7th	—	—	2	2
8th	—	—	—	—
9th	—	—	2	—
10th	—	—	—	2
11th	—	—	—	—
12th	—	—	2	—
13th	—	—	2	2
14th	—	–2	—	—
15th	—	—	2	—
16th	—	—	—	2
17th	—	—	—	—
18th	—	—	2	2
19th	—	—	2	—
20th	—	—	—	2

Ritual Costs: least 2,000 gp; lesser 12,000 gp; greater 39,000 gp.

Tables 4–6 through 4–8 apply personal costs that include lost spell slots. Thus they are appropriate only for spellcasting characters. Table 4–6 offers the most widely applicable progression, useful for any "pure" spellcaster (cleric, druid, sorcerer, or wizard). Table 4–7 works well with spellcasters who have some melee capability (such as clerics and druids), replacing skill check and save penalties with penalties on attack rolls. Table 4–8 is best suited to characters who combine limited spellcasting with skill use (mostly bards, though items for rangers who don't advance past lesser legacy could also use this table). Spell slot, hit point, and skill point losses are cumulative, but penalties on attacks, saves, caster level, and skill checks represent the total at a given level.

Tables 4–9 and 4–10 offer psionic equivalents for spellcaster cost progression. Most of the cost here is assessed as power point losses—the psionic equivalent

EXAMPLE LEGACY ITEM DESIGN

Dave is playing a 5th-level character who founds a legacy shield: *Praetorian Bulwark*. Before the founding ritual, the shield has a +1 enhancement bonus to Armor Class but no other magical properties. Dave decides to assign all of the shield's legacy abilities at the time of the founding ritual.

He chooses one option from Menu A for the item's 5th-level legacy ability: an increased enhancement bonus to the shield's AC. As soon as Dave's character completes the least legacy ritual and pays the appropriate costs, his shield's enhancement bonus immediately improves to +2.

For the next legacy ability, Dave decides to increase the shield's enhancement bonus again. To do so requires choosing the enhanced armor or shield option from Menu B, because the Menu A choice can't be taken again. A Menu B choice uses up two least ability slots: one ability that would otherwise be available from Menu A at 6th level and one at 7th level. Therefore, Dave's character unlocks no new legacy ability at 6th level, instead waiting until 7th level before *Praetorian Bulwark*'s enhancement bonus improves to +3.

Dave could choose another Menu A ability for 8th level, but instead he opts for the *fly* ability from Menu C. This takes up three least ability slots, meaning that his character can't unlock that ability until he reaches 10th level.

Having now assigned all his item's least ability slots, Dave has founded a legacy shield. Once his character reaches 11th level, Dave will need to decide whether he wants to design a lesser legacy ritual and continue adding powers to *Praetorian Bulwark*.

Finally, Dave must assign ritual and personal costs for his item's least abilities. Because a shield is most suited to a combat-oriented character, Dave decides to use Table 1. His character expends raw materials worth 2,500 gp to perform the least legacy ritual. On attaining 6th level he will lose 4 hit points, and another 2 at 9th. He takes a –1 penalty on all saving throws at 8th level, and a –1 penalty on all attack rolls at 9th level. If he decides to unlock the *Praetorian Bulwark*'s lesser abilities, he must pay the appropriate ritual and personal costs from the same table.

Illus. by F. Vohwinkel

of spell slots. (Soulknives should use a progression appropriate to combat-focused characters, since their psionic abilities don't rely on power points.) Table 4–9 is intended for classes such as the psion or wilder who focus entirely on psionic powers. Table 4–10 is better suited to the psychic warrior and similar psionic classes, imposing a lower power point cost progression at the cost of hit point losses and attack penalties. Hit point and power point losses are cumulative, but penalties on attacks and manifester level represent the total at a given level.

Some characters don't fit neatly into these categories. That's okay—just use your best judgment. You don't have to find a perfect match in these tables, as long as the personal costs are appropriate for the wielder's character archetype and represent meaningful, but reasonable, expenditures.

LEGACY ABILITY MENUS

The menus of omens and legacy abilities presented below provide an à la carte approach to creating new legacy items. Follow the instructions presented earlier in this chapter to assign omens and abilities.

Unless noted otherwise, you can select a specific menu choice only once.

OMEN MENU

When you found a legacy item, before assigning legacy abilities, choose one omen type from this menu to assign to your legacy item. Once you choose an omen type, customize the ability to your specific item. For instance, if you choose an audible omen, decide what sound or sounds your item makes and under what circumstances. Once customized, the omen does not change.

Auditory: The item sings, weeps, whispers, or makes some other sound. If the item produces words, they cannot be more than preprogrammed phrases.

Material: The item displays some minor material effect. This might manifest as illusory substances, such as seeping blood, running shadows, or slime, or as programmed visual illusions, such as a blinking eye or a snarling mouth. No blood, slime, or other material is actually produced.

Mental: A threatening voice echoes telepathically in the mind of specified creatures, promising eventual death by the legacy item, or some similar preprogrammed phrase. Examples of such targets are creatures whose alignments differ from your own, members of a particular race or class, and so on.

Olfactory: The item produces a signature odor, such as the scorched smell of burning steel, the coppery tang of blood, the ozone stench of lightning, and the like.

Visible: The item shines, flickers, glows, strobes, or produces some other light effect.

ABILITY MENU A (LEAST)

When you found a legacy item and perform a least legacy ritual, assign least abilities to the item from the following menu. You choose one ability at 5th level, and one for each additional character level up to 10th level.

Alternatively, you can "lose" Menu A choices to select abilities from Menus B and C, as described under those menus.

Menu A abilities have a caster level of 5th.

Armor or Shield Enhancement (Su): The effective enhancement bonus of a suit of armor or a shield increases by 1, to a maximum of +2. You can instead choose any special ability whose market price is equivalent to a +1 bonus, such as light fortification. This ability can be placed only on a suit of armor or a shield.

An omen identifies an item of legacy as something unique

THE DEMON ABIDES

A legacy item can let you know what you're up against

Illus. by F. Vohwinkel

Cause Fear (Sp): Five times per day on command, you can use *cause fear* as the spell. The save DC is 11, or 11 + your Charisma modifier, whichever is higher.

Comprehend Languages (Su): You continually understand all spoken and written languages, as if continually affected by the *comprehend languages* spell.

Creature Compass (Su): While holding, wearing, or wielding the item, you can detect any one type or subtype of creature within 60 feet, but you must concentrate (a standard action) to do so. You ignore any damage reduction of the specified creature when attacking it (whether with the item, if a weapon, or with some other weapon, unarmed attack, or natural weapon, provided you are wearing or otherwise using the item). Choose the creature type or subtype when you assign this ability to the item. This can be any of the general types described in the *Monster Manual* or a subtype, if the creature type is humanoid or outsider, just like the ranger's favored enemy class ability (see page 47 of the *Player's Handbook*).

Cure Light Wounds (Sp): Three times per day, you can use *cure light wounds* as the spell by touching the item to the creature to be healed (including yourself) and speaking a command word. This ability can instead deal damage to undead creatures. The save DC is 11, or 11 + your Charisma modifier, whichever is higher.

Cure Light Wounds, Self (Sp): Once per day as a swift action, you can use *cure light wounds* as the spell on yourself when holding, wearing, or wielding the item.

Darkness, Self (Sp): Once per day on command, you can cause the item to shed *darkness* as the spell.

Darkvision (Sp): Once per day on command, you can use *darkvision* as the spell.

Deflection (Su): The item grants you a +1 deflection bonus to Armor Class. This ability can never be placed on a suit of armor or a shield.

Detect Thoughts (Sp): Once per day on command, you can use *detect thoughts* as the spell. The save DC is 13, or 12 + your Charisma modifier, whichever is higher.

Enlarge Person (Sp): Once per day on command, you can use *enlarge person* (self only) as the spell.

False Life (Sp): Once per day on command, you can use *false life* as the spell.

Feather Falling (Su): The item immediately confers the effect of a *feather fall* spell upon you if you fall for more than 5 feet.

Intelligent Legacy, Minor (Su): The item gains sentience (see Intelligent Items on page 268 of the *Dungeon Master's Guide*). It can communicate with you empathically, and can hear and see out to 60 feet. It gains Intelligence, Wisdom, and Charisma scores: Two of these are 13, typically Intelligence and Charisma, and the third is 10. The legacy item's Ego score is calculated as normal for an intelligent item (include the item's enhancement bonus, telepathy, if any, and ability bonuses, but not its legacy abilities). Its Ego also increases as more legacies are unlocked. An item with one or more least abilities has 2 additional Ego points; one with one or more lesser abilities has 4; and one with one or more greater abilities has 8 (these additional Ego points are not cumulative).

Invisibility (Su): Once per day, when you issue the command word and gesture with the item, you become invisible. This works like the *invisibility* spell.

Knock (Su): Once per day on command, you can open locked or magically sealed doors, as with the *knock* spell. Doing this requires touching the item to or striking it against the object to be opened.

Lightbringer (Su): You can use *dancing lights*, *flare*, or *light* at will as the spells, using a different command word for each effect. The save DC is 10, or 10 + your Charisma modifier, whichever is higher.

Lock (Su): Once per day on command, you can magically lock a door, chest, or portal, as with the *arcane lock* spell. Doing this requires you to touch the item to or strike it against the object to be locked.

Magic Missile (Sp): Three times per day, when you issue the command word and gesture with the item, you cause it to launch three missiles of force, as the *magic missile* spell.

Magical Cipher (Su): You can use *detect magic*, *read magic*, or *arcane mark* at will as the spells, using a different command word for each effect.

Metamagic, Lesser (Su): You can apply the effect of one metamagic feat to up to three spells per day that you cast of up to 3rd level. This can be any metamagic feat that normally adjusts a spell's slot by one level (such as Enlarge Spell, Extend Spell, or Silent Spell); choose the specific feat when assigning this ability to the item. Using this legacy ability does not change the spell slot of the altered spell. A spontaneous spellcaster (such as a sorcerer) must still take a full-round action when using this ability, just as if using a metamagic feat he possessed.

You cannot use this ability if you cannot already cast spells.

Metapsionic, Lesser (Su): You can apply the effect of one metapsionic feat to up to three psionic powers per day that you manifest of up to 3rd level. This can be any one of Delay Power, Enlarge Power, Extend Power, or Split Psionic Ray (see Chapter 3: Skills and Feats in the *Expanded Psionics Handbook*). Choose the specific feat when assigning this ability to the item. Using this legacy ability does not change the power point cost of the altered power.

You cannot use this ability if you cannot already manifest psionic powers.

Mirror Image (Sp): Once per day on command, you can use *mirror image* as the spell.

Mount (Su): When you throw the item to the ground while speaking the command word, it transforms into a normal, living light horse or pony (your choice) to serve you as a mount for as long as you choose. The mount is equipped with a bit, bridle, and riding saddle. When you dismount and take hold of the reins, you can speak the command word again to cause the mount to revert to its original form. While your legacy item is serving as a mount, you cannot use any of its other abilities. If the mount is slain, the item reverts to its original form and cannot be used as a mount again for 24 hours.

Protection from Arrows (Sp): Once per day on command, you can use *protection from arrows* as the spell.

Resist Energy (Sp): Once per day on command, you can use *resist energy* as the spell.

Resistance (Su): The item grants you a +1 resistance bonus on all saving throws. You can select this option multiple times, each time increasing the resistance bonus by +1, to a maximum resistance bonus of +2.

See Invisibility (Sp): Once per day on command, you can use *see invisibility* as the spell.

Skill Enhancement +5 (Su): The item grants you a +5 competence bonus on one skill check. Choose the specific skill when assigning this ability to the item. You can select this option multiple times. Each time you do so, it applies to a different skill.

Speed Enhancement +5 (Su): The item increases the speed of one of your modes of movement by 5 feet. Choose the specific movement mode when assigning this ability to the item. You can't add this bonus to a form of movement you don't already have (for example, if you don't have a fly speed, this ability can't give you one). Treat this adjustment as an enhancement bonus.

Summon Monster II (Sp): Once per day when you issue the command word and gesture with the item, you can use *summon monster II* as the spell.

Telekinetic (Su): You can use *mage hand*, *mending*, and *open/close* at will as the spells, using a different command word for each effect.

Unceasing Servant (Su): You enjoy the continual benefit of an *unseen servant*, as the spell. If dissipated by 6 or more points of damage from an area attack, or if it ceases to exist by moving more than 35 feet away from you, the servant re-forms 1 round later in any square adjacent to you.

Weapon Enhancement: Your weapon gains an enhancement bonus of +1. This ability can be placed only on a weapon.

ABILITY MENU B (LEAST)

When you found a legacy item and perform a least legacy ritual, you can choose a Menu B ability at the cost of two Menu A slots. You cannot "trade in" existing Menu A abilities for an ability from this menu. A skipped slot means that no legacy ability is available at that character level. For example, if you assigned a Menu A ability at 5th level, you could assign a Menu B ability at 7th level, gaining no new legacy ability at 6th level. You still pay personal costs for a given level, even if you gain no new legacy abilities.

You can choose one ability from Menu A in place of one from Menu B.

Menu B abilities have a caster level of 7th.

Ability Enhancement +2 (Su): The item grants a +2 enhancement bonus to one ability score. Choose the specific ability score when assigning this ability to the item—Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma. You can select this option multiple times. Each time you do so, it applies to a different ability score.

Armor or Shield Enhancement (Su): The effective enhancement bonus of a suit of armor or a shield increases by 1, to a maximum of +3. You can instead choose any special ability whose market price is equivalent to a +1 bonus, such as light fortification. This ability can be placed only on a suit of armor or a shield.

Charm Person (Sp): Five times per day as a swift action, you can use *charm person* as the spell. You trigger the effect by willing it while speaking with an intended target. The save DC is 11, or 11 + your Charisma modifier, whichever is higher.

Cure Moderate Wounds (Sp): Three times per day, you can use *cure moderate wounds* as the spell by touching the item to the creature to be healed (including yourself) and speaking a command word. This ability instead can deal damage to undead creatures. The save DC is 13, or 12 + your Charisma modifier, whichever is higher.

Cure Moderate Wounds, Self (Sp): Once per day as a swift action, you can use *cure moderate wounds* as the spell on yourself when holding, wearing, or wielding the item.

Daylight (Sp): Once per day on command, you can cause the item to shed *daylight* as the spell.

Deflection (Su): The deflection bonus to AC granted by the item increases by 1, to a maximum of +2. This ability can never be placed on a suit of armor or a shield. You can select this option multiple times. Its effects stack.

Energy Resistance, Least (Su): The item protects you against damage from one type of energy—acid, cold, electricity, fire, or sonic. Each time you would normally take such damage, subtract 5 points from the damage dealt. Choose the specific type of energy when assigning this ability to the item. You can select this option multiple times. Each time you do so, it applies to a different type of energy.

Fireball (Sp): Once per day on command, you can use *fireball* as the spell. The save DC is 14, or 13 + your Charisma modifier, whichever is higher.

Flaming Sphere (Sp): Three times per day on command, you can use *flaming sphere* as the spell. The save DC is 13, or 12 + your Charisma modifier, whichever is higher.

Hold Person (Sp): Once per day on command, you can use *hold person* as the spell. The save DC is 14, or 13 + your Charisma modifier, whichever is higher.

Intelligent Legacy (Su): The item gains sentience (see Intelligent Items on page 268 of the *Dungeon Master's Guide*). It can communicate with you telepathically and speaks Common, plus one additional language per point of Intelligence bonus. The item can hear and see out to 60 feet using darkvision. It gains Intelligence, Wisdom, and Charisma scores: Two of these are 16, typically Intelligence and Charisma, and the third is 10. The legacy item's Ego score is calculated as described under Intelligent Legacy, Minor, in Menu A.

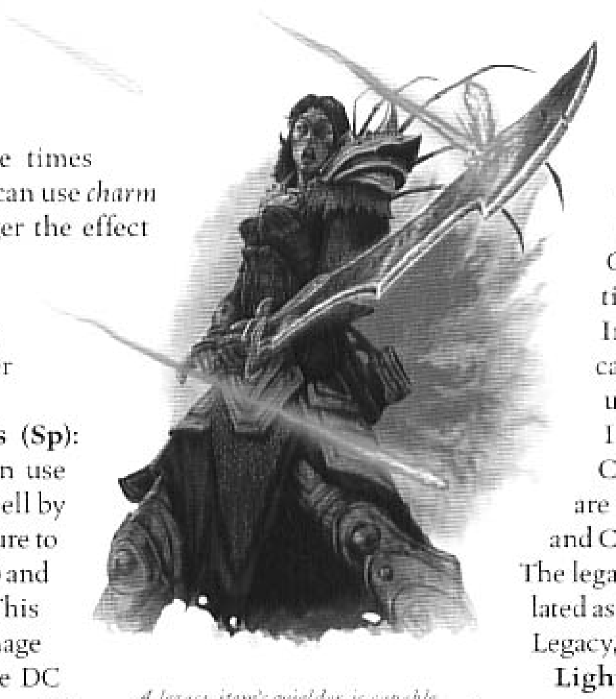
Lightning Bolt (Sp): Once per day on command, you can use *lightning bolt* as the spell. The save DC is 14, or 13 + your Charisma modifier, whichever is higher.

Locate Object (Sp): Three times per day on command, you can use *locate object* as the spell.

Obscuring Mist (Sp): While you are holding, wearing, or wielding the item, you can enshroud yourself in misty vapor on command as the *obscuring mist* spell. You can dissipate the mist as a swift action. The mist dissipates if you move 5 feet or more.

Resistance (Su): The resistance bonus on saves granted by the item increases by 1, to a maximum of +3. You can select this option multiple times. Its effects stack.

Restoration, Lesser (Sp): Three times per day, you can use *lesser restoration* by touching the item to the afflicted creature (including yourself) and speaking a command word.



A legacy item's wielder is capable of great feats of defense

Illus. by M. Phillippi

Speed Enhancement +10 (Su): The item increases the speed of one of your modes of movement by 10 feet. Choose the specific movement mode when assigning this ability to the item. You can't add this bonus to a form of movement you don't already have (for example, if you don't have a fly speed, this ability can't give you one). Treat this adjustment as an enhancement bonus.

Summon Monster III (Sp): Once per day when you issue the command word and gesture with the item, you can use *summon monster III* as the spell.

Weapon Enhancement (Su): The effective enhancement bonus of a weapon increases by 1, to a maximum of +2. You can instead choose any special ability whose market price is equivalent to a +1 bonus, such as flaming. This ability can be placed only on a weapon.

Web (Sp): Three times per day on command, you can use *web* as the spell. The save DC is 13, or 12 + your Charisma modifier, whichever is higher.

Whispering Wind (Sp): Three times per day on command, you can use *whispering wind* as the spell.

ABILITY MENU C (LEAST)

When you found a legacy item and perform a least legacy ritual, you can choose a Menu C ability at the cost of three Menu A slots. You cannot "trade in" existing Menu A or B abilities for an ability from this menu. A skipped slot means that no legacy ability is available at that character level. For example, if you assigned a Menu A ability at 5th level, you could assign a Menu C ability at 8th level, gaining no new legacy abilities at 6th or 7th level. You still pay personal costs for a given level, even if you gain no new legacy abilities.

You can choose one ability from any lower menu in place of one from Menu C.

Menu C abilities have a caster level of 10th.

Acid Arrow (Sp): At will, when you issue the command word and gesture with the item, you cause it to fire an acidic arrow, as the *Melf's acid arrow* spell.

Armor or Shield Enhancement (Su): The effective enhancement bonus of a suit of armor or a shield increases, as shown in the table below. This ability can be placed only on a suit of armor or a shield.

Instead of increasing the enhancement bonus, you can choose any combination of enhancement bonuses and special abilities whose total market price is equivalent to the effective bonus increase. For example, if the effective enhancement bonus increases by 2, you could increase the armor's enhancement bonus by 1 and give it the light fortification ability, or leave its enhancement bonus unchanged and give it a special ability whose market price is equivalent to a +2 bonus, such as spell resistance 13.

EFFECTIVE ENHANCEMENT BONUS

Current	Increase
+2 or less	2
+3, +4, or +5	1

Clairaudience/Clairvoyance (Su): Two times per day, you can speak a command word and gaze into (or press your ear against) the item to see or hear at a distance, as the *clairaudience/clairvoyance* spell.

Constant Companion, Least (Su): While you are holding, wearing, or wielding the item, you can use a swift action to summon an allied creature. When assigning this ability to the item, choose one of the creatures from the 1st-level list of the Summon Monster or Summon Nature's Ally table on pages 287 and 288 of the *Monster Manual*. Only that creature can be summoned using this ability.

The allied creature attacks your foes and serves you to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. It remains with you unless dismissed (a standard action) or killed. If the creature is slain, it can be summoned again after 24 hours, fully healed. You can never have more than one least companion at any one time.

Cure Serious Wounds, Self (Sp): Once per day as a swift action, you can use *cure serious wounds* as the spell on yourself when holding, wearing, or wielding the item.

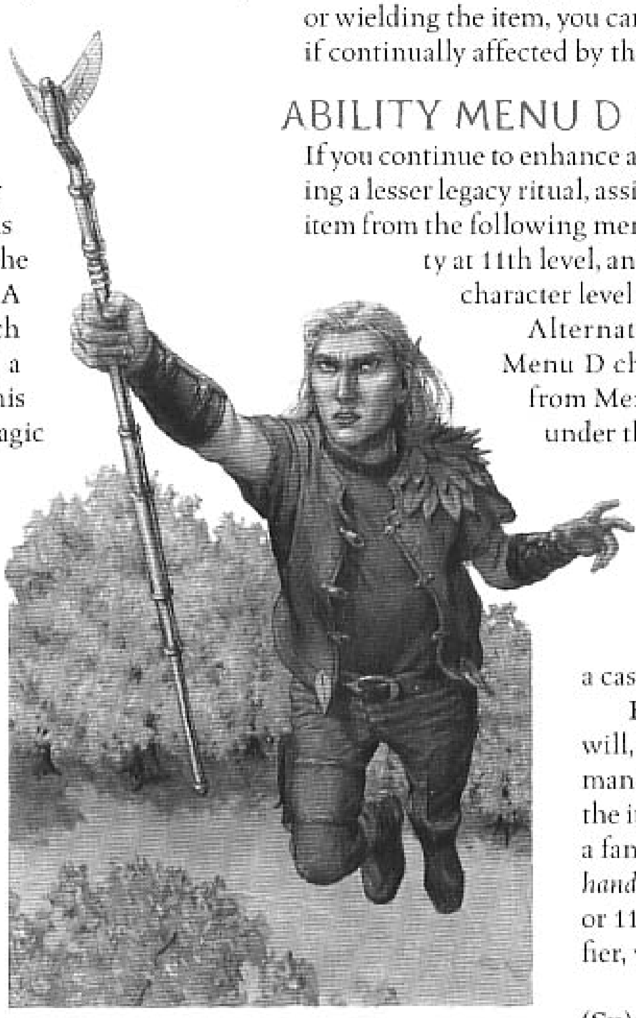
Deep Slumber (Sp): Two times per day, when you issue the command word and gesture with the item, you can use *deep slumber* as the spell. The save DC is 14, or 13 + your Charisma modifier, whichever is higher.

Deflection (Su): The deflection bonus to AC granted by the item increases by 1, to a maximum of +3. This ability can never be placed on a suit of armor or a shield. You can select this option multiple times. Its effects stack.

Dispel Magic (Sp): Once per day, when you issue the command word and gesture with the item, you can use *dispel magic* as the spell.

Empower Power, Lesser (Su): You can manifest up to three psionic powers per day of up to 3rd level that are empowered as though using the Empower Power metapsionic feat (see the *Expanded Psionics Handbook* for details). Using this legacy ability does not change the power point cost of the altered power.

You cannot use this ability if you cannot already manifest psionic powers.



The power of a legacy item lends its wielder wings

Empower Spell, Lesser (Su): You can cast up to three spells per day of up to 3rd level that are empowered as though using the Empower Spell metamagic feat. Using this legacy ability does not change the spell slot of the altered spell. A spontaneous spellcaster (such as a sorcerer) must still take a full-round action when using this ability, just as if using a metamagic feat he possessed.

You cannot use this ability if you cannot already cast spells.

Fly (Su): Once per day, when you issue the command word and hold the item above your head, you can use *fly* (self only) as the spell.

Halt Undead (Sp): Two times per day, when you issue the command word and gesture with the item, you can use *halt undead* as the spell. The save DC is 14, or 13 + your Charisma modifier, whichever is higher.

Levitate (Su): At will on command, you can move yourself up or down at your direction, as though affected by the *levitate* spell.

Resistance (Su): The resistance bonus on saves granted by the item increases by 1, to a maximum of +5. You can select this option multiple times. Its effects stack.

Scorching Ray (Sp): At will, when you issue the command word and gesture with the item, you cause it to shoot two rays of fire, as the *scorching ray* spell.

Spider Climb (Su): While holding, wearing, or wielding the item, you can walk on walls and ceilings, as if affected by the *spider climb* spell.

Suggestion (Sp): Two times per day, when you issue the command word and follow it with a specific suggestion, you can use *suggestion* as the spell. The save DC is 14, or 13 + your Charisma modifier, whichever is higher.

Water Breathing (Su): While holding, wearing, or wielding the item, you can breathe water freely, as if continually affected by the *water breathing* spell.

ABILITY MENU D (LESSER)

If you continue to enhance a legacy item by performing a lesser legacy ritual, assign lesser abilities to the item from the following menu. You choose one ability at 11th level, and one for each additional character level up to 16th level.

Alternatively, you can "lose" Menu D choices to select abilities from Menus E and F, as described under those menus.

You can choose one ability from any lower menu in place of one from Menu D.

Menu D abilities have a caster level of 10th.

Burning Hands (Sp): At will, when you issue the command word and gesture with the item, you cause it to spray a fan of flame, as the *burning hands* spell. The save DC is 11, or 11 + your Charisma modifier, whichever is higher.

Continual Wind (Su): While you are holding, wearing, or wielding the item, light gusts of wind constantly stream from you, billowing your cloak or hair. At will on command, you can focus the wind to blow away or knock down smaller creatures, as the *gust of wind* spell. The save DC is 13, or 12 + your Charisma modifier, whichever is higher.

Cunning (Su): While you are holding, wearing, or wielding the item, you are never flat-footed.

Cure Serious Wounds (Sp): Three times per day, you can use *cure serious wounds* as the spell by touching the item to the creature to be healed (including yourself) and speaking a command word. This ability can instead deal damage to undead creatures. The save DC is 14, or 13 + your Charisma modifier, whichever is higher.

Darkness, Other (Sp): At will, when you issue the command word and touch an object with the

Illus. by S. Belledin

item, you cause the touched object to shed *darkness* as the spell.

Darkvision (Su): While you are holding, wearing, or wielding the item, you have darkvision with a range of 60 feet.

Daylight (Sp): At will on command, you can cause the item to shed *daylight* as the spell.

Detect Secret Doors (Su): While you are holding, wearing, or wielding the item, you can detect secret doors, compartments, caches, and so forth, as if using the *detect secret doors* spell. As with the spell, you must concentrate for a number of rounds to gain more detailed information.

Dimensional Anchor (Sp): Once per day, when you issue the command word and gesture with the item, you can use *dimensional anchor* as the spell.

Dismissal (Sp): Once per day, when you issue the command word and gesture with the item, you can force a creature to return to its native plane, as the *dismissal* spell. The base save DC is 16, or 14 + your Charisma modifier, whichever is higher. Add your character level to this number and subtract the target creature's HD to determine the final save DC.

Glitterdust (Sp): At will, when you issue the command word and gesture with the item, you cause it to create *glitterdust* as the spell. The save DC is 13, or 12 + your Charisma modifier, whichever is higher.

Glyph of Warding (Su): Once per day, when you issue the command word and scribe a symbol with the item on an object or in an area, you can create a symbol that harms those who pass the warded object or area, as the *glyph of warding* spell. The save DC is 14, or 13 + your Charisma modifier, whichever is higher.

Haste (Su): Your legacy item speeds up your perception of time. While you are holding, wearing, or wielding the item, you can activate *haste* for 1 round as a swift action, as though wearing *boots of speed*. You can use this ability up to five times per day.

Intelligent Legacy, Major (Su): The item gains sentience (see Intelligent Items on page 268 of the *Dungeon Master's Guide*). It can communicate with you telepathically and speaks Common, plus one additional language per point of Intelligence bonus. The item can hear and see out to 120 feet using darkvision, and it has blindsense with a range of 120 feet. It gains Intelligence, Wisdom, and Charisma scores: Two of these are 18, typically Intelligence and Charisma, and the third is 10. The legacy item's Ego score is calculated as described under Intelligent Legacy, Minor, in Menu A.

A legacy item can even ward the surrounding area

Illus. by F. Vohwinkel

Knock (Su): At will on command, you can open locked or magically sealed doors, as with the *knock* spell.

Magic Missile (Sp): Three times per day, when you issue the command word and gesture with the item, you cause it to launch five missiles of force, as the *magic missile* spell.

Metamagic (Su): You can apply the effect of one metamagic feat to up to three spells per day that you cast of up to 6th level. This can be any metamagic feat that normally adjusts a spell's slot by one level, such as Enlarge Spell, Extend Spell, or Silent Spell; choose the specific feat when assigning this ability to the item. Using this legacy ability does not change the spell slot of the altered spell. A spontaneous spellcaster (such as a sorcerer) must still take a full-round action when using this ability, just as if using a metamagic feat he possessed.

You cannot use this ability if you cannot already cast spells.

Metapsionic (Su): You can apply the effect of one metapsionic feat to up to three psionic powers per day that you manifest of up to 6th level. This can be any one of Delay Power, Enlarge Power, Extend Power, or Split Psionic Ray (see Chapter 3: Skills and Feats in the *Expanded Psionics Handbook*). Choose the specific feat when assigning this ability to the item. Using this legacy ability does not change the power point cost of the altered power.

You cannot use this ability if you cannot already manifest psionic powers.

Mirror Image (Sp): Three times per day on command, you can use *mirror image* as the spell.

Obscurity (Su): The item cannot be detected remotely through *scrying*, *remote viewing*, or other means of *divination*, as if continually affected by the *obscure object* spell.

Protection from Arrows (Su): While you are holding, wearing, or wielding the item, you gain damage reduction 10/magic against ranged weapons, as if affected by the *protection from arrows* spell. There is no limit to the amount of damage prevented.

Shocking Legacy (Su): Five times per day as a standard action, you can imbue the item with electrical energy. (This does not harm you.) The item deals an extra 5d6 points of electricity damage on a successful hit. If the item is a projectile weapon, it bestows this effect on its ammunition. Alternatively, you can deal 5d6 points of electricity damage with a successful melee touch attack; if the item is a melee weapon, use it to make this attack. In either case, the energy is expended until you recharge the item (using another standard action).

Slippery Barrier (Su): While you are holding, wearing, or wielding the item and are standing on solid, open ground, you can use a swift action to cover the open ground with a layer of slippery grease. This effect resembles the *grease* spell but covers each eligible 5-foot square adjacent to your own (your space is free of the *grease* effect). Another swift action dismisses the effect; otherwise the grease dissipates in 1 minute. If there is no open ground in one or more adjacent squares, or if you leave the ground, the effect immediately ends. The save DC is 11, or 11 + your Charisma modifier, whichever is higher.

Speak with Dead (Su): Once per day, when you issue the command word and lay the item on the breast of a corpse, the corpse must answer five questions, as if affected by the *speak with dead* spell. The save DC is 14, or 13 + your Charisma modifier, whichever is higher.

Summon Monster IV (Sp): Once per day when you issue the command word and gesture with the item, you can use *summon monster* IV as the spell.

Summon Swarm (Sp): Five times per day on command, you can use *summon swarm* as the spell.

Weapon Enhancement (Su): The effective enhancement bonus of a weapon increases by 1, to a maximum of +3. You can instead choose any special ability whose market price is equivalent to a +1 bonus, such as flaming. This ability can be placed only on a weapon. You can select this option multiple times. Its effects stack.

Web (Sp): Five times per day on command, you can fill an area with sticky strands, as the *web* spell. The save DC is 13, or 12 + your Charisma modifier, whichever is higher.

ABILITY MENU E (LESSER)

If you continue to enhance a legacy item by performing a lesser legacy ritual, you can choose a Menu E ability at the cost of two Menu D slots. You cannot "trade in" existing Menu D abilities for an ability from this menu. A skipped slot means that no legacy ability is available at that character level. For example, if you assigned a Menu D ability at 11th level, you could assign a Menu E ability at 13th level, gaining no new legacy ability at 12th level. You still pay personal costs for a given level, even if you gain no new legacy abilities.

You can choose one ability from any lower menu in place of one from Menu E.

Menu E abilities have a caster level of 11th.

Ability Enhancement +4: The item grants a +4 enhancement bonus to one ability score. Choose the specific ability score when assigning this ability to the item—Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma. You can select this option multiple times. Each time you do so, it applies to a different ability score.

Animate Dead (Su): Once per day, when you issue the command word and touch the item to a corpse, you can transform that corpse into a skeleton or zombie of up to 10 Hit Dice, as with the *animate dead* spell.

Armor or Shield Enhancement (Su): The effective enhancement bonus of a suit of armor or a shield increases, as shown in the table below. This ability can be placed only on a suit of armor or a shield, and can be selected multiple times. You cannot increase the armor or shield's actual enhancement bonus beyond +5.

Instead of increasing the enhancement bonus, you can choose any combination of enhancement bonuses and special abilities whose total market price is equivalent to the effective bonus increase.

EFFECTIVE ENHANCEMENT BONUS

Current	Increase
+2 or less	3
+3 or +4	2
+5 to +9	1

Break Enchantment (Sp): Once per day when you issue the command word and gesture with the item, you can free subjects from enchantments, transmutations, and curses, as with the *break enchantment* spell.

Cloudkill (Sp): Once per day, when you issue the command word and gesture with the item, you can create a cloud of poisonous fumes as the *cloudkill* spell. The save DC is 17, or 15 + your Charisma modifier, whichever is higher.

Cone of Cold (Sp): Once per day, when you issue the command word and gesture with the item, you cause it to blast an area with cold as the *cone of cold* spell. The save DC is 17, or 15 + your Charisma modifier, whichever is higher.

Cure Critical Wounds, Self (Sp): Once per day as a swift action, you can use *cure critical wounds* as the spell on yourself when holding, wearing, or wielding the item.

Deflection (Su): The deflection bonus to AC granted by the item increases by 1, to a maximum of +5. This ability can never be placed on a suit of armor or a shield. You can select this option multiple times. Its effects stack.

Energy Resistance, Lesser (Su): The item protects you against damage from one type of energy—acid, cold, electricity, fire, or sonic. Each time you would normally take such damage, subtract 10 points from the damage dealt. Choose the specific type of energy when assigning this ability to the item.

You can select this option multiple times. Each time you do so, it applies to a different type of energy. This ability does not stack with least energy resistance from Menu B.

Fireball (Sp): Three times per day on command, you can use *fireball* as the spell. The save DC is 14, or 13 + your Charisma modifier, whichever is higher.

Hold Person (Sp): Three times per day on command, you can use *hold person* as the spell. The save DC is 14, or 13 + your Charisma modifier, whichever is higher.

Invisibility (Su): At will, when you issue the command word and gesture with the item, you become invisible as though affected by the *invisibility* spell.

Lightning Bolt (Sp): Three times per day on command, you can use *lightning bolt* as the spell. The save DC is 14, or 13 + your Charisma modifier, whichever is higher.

Magic Invulnerability (Su): Once per day, when you issue the command word and gesture with the item, you are protected from 1st- through 3rd-level spell effects. This works like the *lesser globe of invulnerability* spell, except that only you gain this protection.

Maximize Power, Lesser (Su): You can manifest up to three psionic powers per day of up to 3rd level that are maximized as though using the Maximize Power metapsionic feat (see the *Expanded Psionics Handbook* for details). Using this legacy ability does not change the power point cost of the altered power.

You cannot use this ability if you cannot already manifest psionic powers.

Maximize Spell, Lesser (Su): You can cast up to three spells per day of up to 3rd level that are maximized as though using the Maximize Spell metamagic feat. Using this legacy ability does not change the spell slot of the altered spell. A spontaneous spellcaster (such as a sorcerer) must still take a full-round action when using this ability, just as if using a metamagic feat he possessed.

You cannot use this ability if you cannot already cast spells.

Even a volcano's heat does not daunt the wielder of a legacy item

Illus. by F. Vohwinkel

See Invisibility (Su): While you are holding, wearing, or wielding the item, you can see invisible creatures or objects, as if continually affected by the *see invisibility* spell.

Skill Enhancement +10 (Su): The item grants you a +10 competence bonus on one skill check. Choose the specific skill when assigning this ability to the item. You can select this option multiple times. Each time you do so, it applies to a different skill.

Spell Storing, Minor (Su): You can store up to three levels of spells in the item, as though it were a *ring of minor spell storing.*

Summon Monster V (Sp): Once per day when you issue the command word and gesture with the item, you can use *summon monster V* as the spell.

Weapon Enhancement (Su): The effective enhancement bonus of a weapon increases, as shown in the table below. This ability can be placed only on a weapon, and can be selected multiple times.

Instead of increasing the enhancement bonus, you can choose any combination of enhancement bonuses and special abilities whose total market price is equivalent to the effective bonus increase. For example, if the effective enhancement bonus increases by 2, you could increase the weapon's enhancement bonus by 1 and give it the flaming ability, or leave its enhancement bonus unchanged and give it a special ability whose market price is equivalent to a +2 bonus, such as holy.

EFFECTIVE ENHANCEMENT BONUS

Current	Increase
+1 or less	2
+2, +3, or +4	1

ABILITY MENU F (LESSER)

If you continue to enhance a legacy item by performing a lesser legacy ritual, you can choose a Menu F ability at the cost of three Menu D slots. You cannot "trade in" existing Menu D abilities for an ability from this menu. A skipped slot means that no legacy ability is available at that character level. For example, if you assigned a Menu D ability at 11th level, you could assign a Menu F ability at 14th level, gaining no new legacy abilities at 12th and 13th level. You still pay personal costs for a given level, even if you gain no new legacy abilities.

You can choose one ability from any lower menu in place of one from Menu F.

Menu F abilities have a caster level of 13th.

A legacy item can bring death to all who oppose it

Illus. by F. Hooper

Armor or Shield Enhancement (Su): The effective enhancement bonus of a suit of armor or a shield increases, as shown in the table below. This ability can be placed only on a suit of armor or a shield, and can be selected multiple times. You cannot increase the armor or shield's actual enhancement bonus beyond +5.

Instead of increasing the enhancement bonus, you can choose any combination of enhancement bonuses and special abilities whose total market price is equivalent to the effective bonus increase.

EFFECTIVE ENHANCEMENT BONUS

Current	Increase
+1 or less	4
+2 or +3	3
+4, +5, or +6	2
+7, +8, or +9	1

Blur (Su): While you are holding, wearing, or wielding the item, your actual location is difficult to pin down, granting you concealment (20% miss chance) as the *blur* spell.

Circle of Death (Sp): Once per day, when you issue the command word and make a circular gesture with the item, you cause it to kill living creatures within 40 feet, as the *circle of death* spell. The save DC is 19, or 16 + your Charisma modifier, whichever is higher.

Constant Companion, Lesser (Su): While you are holding, wearing, or wielding the item, you can use a swift action to summon an allied creature. When assigning this ability to the item, choose one of the creatures from the 3rd-level list of the Summon Monster or Summon Nature's Ally table on pages 287 and 288 of the *Monster Manual*. Only that creature can be summoned using this ability.

The allied creature attacks your foes and serves you to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. It remains with you unless dismissed (a standard action) or killed. If the creature is slain, it can be summoned again after 24 hours, fully healed. You can never have more than one lesser companion at any one time.

Contingency (Su): Once per day, you can place a spell on yourself that triggers automatically on a trigger condition you specify, as though using the *contingency* spell.

Create Undead (Su): Once per day, when you issue the command word and touch the item to a corpse, you can transform that corpse into a ghoul or ghast, as with the *create undead* spell.

Cure Critical Wounds (Sp): Three times per day, you can use *cure critical wounds* as the spell by touching the item to the creature to be healed (including yourself) and speaking a command word. This ability can instead deal damage to undead creatures. The save DC is 16, or 14 + your Charisma modifier, whichever is higher.

Enervation (Sp): Two times per day, when you issue the command word and gesture with the item, you cause it to emit a black beam of negative energy that bestows 1d4 negative levels on a subject, as the *enervation* spell.

Evasion (Su): While you are holding, wearing, or wielding the item, you can avoid damage from certain attacks with a successful Reflex save as if you had the evasion class feature (see page 41 of the *Player's Handbook*).

Fireball, Maximized (Sp): Once per day on command, you can create a *maximized fireball* as the spell enhanced by the Maximize Spell metamagic feat. The save DC is 14, or 13 + your Charisma modifier, whichever is higher.

Forceful Hand (Sp): Once per day, when you issue the command word and gesture with the item, you can create a Large magic hand that pushes creatures away from you, as the *Bigby's forceful hand* spell.

Hold Monster (Sp): Once per day on command, you can use *hold monster* as the spell. The save DC is 17, or 15 + your Charisma modifier, whichever is higher.

Lightning Bolt, Maximized (Sp): Once per day on command, you can create a *maximized lightning bolt* as the spell enhanced by the Maximize Spell metamagic feat. The save DC is 14, or 13 + your Charisma modifier, whichever is higher.

Metamagic, Greater (Su): You can apply the effect of one metamagic feat to up to three spells per day that you cast of up to 9th level. This can be any metamagic feat that normally adjusts a spell's slot by one level (such as Enlarge Spell, Extend Spell, or Silent Spell); choose the specific feat when assigning this ability to the item. Using this legacy ability does not change the spell slot of the altered spell. A spontaneous spellcaster (such as a sorcerer) must still take a full-round action when using this ability, just as if using a metamagic feat he possessed.

You cannot use this ability if you cannot already cast spells.

Metapsionic, Greater (Su): You can apply the effect of one metapsionic feat to up to three psionic powers per day that you manifest of up to 9th level. This can be any one of Delay Power, Enlarge Power, Extend Power, or Split Psionic Ray (see Chapter 3: Skills and Feats in the *Expanded Psionics Handbook*). Choose the specific feat when assigning this ability to the item. Using this legacy ability does not change the power point cost of the altered power.

You cannot use this ability if you cannot already manifest psionic powers.

Poison Immunity (Su): While you are holding, wearing, or wielding the item, you are immune to poison.

True Seeing (Sp): Once per day, when you issue the command word and gesture with the item, you can see all things as they really are, as if under the effect of the *true seeing* spell.

Wall of Fire (Sp): Two times per day, when you issue the command word and gesture with the item, you cause it to conjure a curtain of shimmering violet fire, as the *wall of fire* spell.

Weapon Enhancement (Su): The effective enhancement bonus of a weapon increases, as shown in the table below. This ability can be placed only on a weapon, and can be selected multiple times. You cannot increase the weapon's actual enhancement bonus beyond +5.

Instead of increasing the enhancement bonus, you can choose any combination of enhancement bonuses and special abilities whose total market price is equivalent to the effective bonus increase.

EFFECTIVE ENHANCEMENT BONUS

Current	Increase
+3 or less	2
+4, +5, or +6	1

Wish (Su): The item grants you a single *wish* as the spell. You must state the desired effect while holding the item. As long as you have performed the appropriate legacy ritual and meet the level requirement, you gain this benefit, even if a previous owner has made a *wish* using the item. A given creature can never gain more than one *wish* in this way. If a save is allowed, the save DC is 23, or 19 + your Charisma modifier, whichever is higher.

Wizardry I (Su): While you are holding, wearing, or wielding the item, you can prepare or cast double your normal number of 1st-level arcane spells per day, as though wearing a *ring of wizardry I*.

X-Ray Vision (Su): When you issue the command word and gesture with the item, you can continually see through solid matter, as though wearing a *ring of X-ray vision*. Using the ability is physically exhausting, and you take 1 point of Constitution damage per minute after the first 10 minutes of use in a single day.

ABILITY MENU G (GREATER)

If you continue to enhance a legacy item by performing a greater legacy ritual, assign greater abilities to the item from the following menu. You choose one ability at 17th level, and one for each additional character level up to 20th level.

Alternatively, you can "lose" Menu G choices to select abilities from Menus H and I, as described under those menus.

You can choose one ability from any lower menu in place of one from Menu G.

Menu G abilities have a caster level of 15th.

Ability Enhancement +6, Restricted (Su): The item grants a +6 enhancement bonus to one ability score. Choose the specific ability score when assigning this ability to the item—Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma. You cannot select this option more than once.

Armor or Shield Enhancement (Su): The effective enhancement bonus of a suit of armor or a shield increases, as shown in the table below. This ability can be placed only on a suit of armor or a shield, and can be selected multiple times. You cannot increase the armor or shield's actual enhancement bonus beyond +5.

Instead of increasing the enhancement bonus, you can choose any combination of enhancement bonuses and special abilities whose total market price is equivalent to the effective bonus increase.

EFFECTIVE ENHANCEMENT BONUS

Current	Increase
+2 or less	5
+3	4
+4 or +5	3
+6 or higher	2 (max +10)

Banishment (Sp): Once per day, when you issue the command word and gesture with the item, you force extraplanar creatures out of your home plane, as the *banishment* spell. The save DC is 20, or 17 + your Charisma modifier, whichever is higher.

Chain Lightning (Sp): Once per day, when you issue the command word and gesture with the item, you cause it to blast lightning that arcs to other targets, as the *chain lightning* spell. The save DC is 19, or 16 + your Charisma modifier, whichever is higher.

Charm Monster (Sp): Three times per day on command, you can use *charm monster* as the spell. The save DC is 16, or 14 + your Charisma modifier, whichever is higher.

Dimension Door (Sp): Three times per day, when you issue the command word and gesture with the item, you can teleport a short distance, as if affected by the *dimension door* spell.

Dispel Magic, Greater (Sp): Once per day, when you issue the command word and gesture with the item, you can use *greater dispel magic* as the spell.

Dominate Person (Sp): Two times per day, when you issue the command word and gesture with the item, you can use *dominate person* as the spell. The save DC is 17, or 15 + your Charisma modifier, whichever is higher.

Empower Power (Su): You can manifest up to three psionic powers per day of up to 6th level that are empowered as though using the Empower Power metapsionic feat (see the *Expanded Psionics Handbook* for details). Using this legacy ability does not change the power point cost of the altered power.

You cannot use this ability if you cannot already manifest psionic powers.

Empower Spell (Su): You can cast up to three spells per day of up to 6th level that are empowered as though using the Empower Spell metamagic feat. Using this legacy ability does not change the spell slot of the altered spell. A spontaneous spellcaster (such as a sorcerer) must still take a full-round action when using this ability, just as if using a metamagic feat he possessed.

You cannot use this ability if you cannot already cast spells.

Heal Self (Sp): Once per day as a standard action, you can use *heal* on yourself when holding, wearing, or wielding the item.

Ice Storm (Sp): Three times per day, when you issue the command word and gesture with the item, you cause it to fill an area with pounding hailstones, as the *ice storm* spell.

Invisibility, Greater (Su): Two times per day, when you issue the command word and gesture with the item, you become invisible and remain so even if you make an attack. This works like the *greater invisibility* spell.

Mindarmor (Su): This ability can be placed only on a suit of armor or a shield. The item grants you a +3 insight bonus on Will saving throws to resist mind-affecting and compulsion effects.

Passwall (Sp): Two times per day, when you issue the command word and gesture with the item, you can use *passwall* as the spell.

Phantasmal Killer (Sp): Three times per day, when you issue the command word and gesture with the item, you can use *phantasmal killer* as the spell. The save DC is 16, or 14 + your Charisma modifier, whichever is higher.

Planar Ally (Sp): Once per day on command, you can call an extraplanar creature of 12 HD or less to perform a task for you, as the *planar ally* spell. You must still pay any gold piece cost required by the task.

Plane Shift (Sp): Once per day, when you issue the command word and gesture with the item, you can use *plane shift* as the spell. Only willing creatures can be transported with this effect.

Power Word Blind (Sp): Once per day on command, you can use *power word blind* as the spell.

Quicken Power, Lesser (Su): You can manifest up to three psionic powers per day of up to 3rd level that are quickened as though using the Quicken Power metapsionic feat (see the *Expanded Psionics Handbook* for details). Using this legacy ability does not change the power point cost of the altered power.

A mighty legacy item can turn aside the most powerful magic

Illus. by F. Vohwinkel

You cannot use this ability if you cannot already manifest psionic powers.

Quicken Spell, Lesser (Su): You can cast up to three spells per day of up to 3rd level that are quickened as though using the Quicken Spell metamagic feat. Using this legacy ability does not change the spell slot of the altered spell. A spontaneous spellcaster (such as a sorcerer) does not take a full-round action when using this ability.

You cannot use this ability if you cannot already cast spells.

Skill Enhancement +15 (Su): The item grants you a +15 competence bonus on one skill check. Choose the specific skill when assigning this ability to the item.

You can select this option multiple times. Each time you do so, it applies to a different skill.

Spell Turning (Sp): Once per day, when you issue the command word and gesture with the item, you gain the ability to reflect spells back at a foe, as the *spell turning* spell.

Stoneskin (Sp): Once per day, when you issue the command word and gesture with the item, you gain the benefit of the *stoneskin* spell.

Summon Monster VI (Sp): Once per day when you issue the command word and gesture with the item, you can use *summon monster VI* as the spell.

Telekinesis (Sp): Two times per day, when you issue the command word and gesture with the item, you can move or hurl an object, or attack a creature, as the *telekinesis* spell. The save DC is 17, or 15 + your Charisma modifier, whichever is higher. Treat the item as having a Charisma of 14 (or use your Charisma score, if higher) for the purpose of adjudicating this effect.

Teleport (Sp): Two times per day, when you issue the command word and gesture with the item, you can use *teleport* as the spell.

Wall of Force (Sp): Two times per day, when you issue the command word and gesture with the item, you cause it to conjure an invisible barrier of force, as the *wall of force* spell.

Wall of Iron (Sp): Once per day, when you issue the command word and gesture with the item, you cause it to conjure a flat, vertical iron wall, as the *wall of iron* spell. The save DC is 19, or 16 + your Charisma modifier, whichever is higher.

Wall of Stone (Sp): Two times per day, when you issue the command word and gesture with the item, you cause it to conjure a wall of rock that merges into adjoining rock surfaces, as the *wall of stone* spell. The save DC is 17, or 15 + your Charisma modifier, whichever is higher.

Weapon Enhancement (Su): The effective enhancement bonus of a weapon increases, as shown in the table below. This ability can be placed only on a weapon, and it can be selected multiple times. You cannot increase the weapon's actual enhancement bonus beyond +5.

Instead of increasing the enhancement bonus, you can choose any combination of enhancement bonuses and special abilities whose total market price is equivalent to the effective bonus increase.

EFFECTIVE ENHANCEMENT BONUS

Current	Increase
+2 or less	3
+3, +4, or +5	2
+6 to +9	1

Wizardry II (Su): While you are holding, wearing, or wielding the item, you can prepare or cast double your normal number of 2nd-level arcane spells per day, as though wearing a *ring of wizardry II*.

ABILITY MENU H (GREATER)

If you continue to enhance a legacy item by performing a greater legacy ritual, you can choose a Menu H ability at the cost of two Menu G slots. You cannot "trade in" existing Menu G abilities for an ability from this menu. A skipped slot means that no legacy ability is available at that character level. For example, if you assigned a Menu G ability at 17th level, you could assign a Menu H ability at 19th level, gaining no new legacy ability at 18th level. You still pay personal costs for a given level, even if you gain no new legacy abilities.

You can choose one ability from any lower menu in place of one from Menu H.

Menu H abilities have a caster level of 17th.

Armor or Shield Enhancement (Su): The effective enhancement bonus of a suit of armor or a shield increases, as shown in the table below. This ability can be placed only on a suit of armor or a shield, and can be selected multiple times. You cannot increase the armor or shield's actual enhancement bonus beyond +5.

Instead of increasing the enhancement bonus, you can choose any combination of enhancement bonuses and special abilities whose total market price is equivalent to the effective bonus increase.

EFFECTIVE ENHANCEMENT BONUS

Current	Increase
+4 or less	5
+5 or more	4 (max +10)

Clenched Fist (Sp): Once per day, when you issue the command word and gesture with the item, you can create a Large magic hand that can attack foes, as the *Bigby's clenched fist* spell.

Cure Moderate Wounds, Mass (Sp): Three times per day on command, you can use *mass cure moderate wounds* as the spell. This instead deals damage to undead creatures. The save DC is 19, or 16 + your Charisma modifier, whichever is higher.

Disintegrate (Sp): Once per day, when you issue the command word and gesture with the item, you cause it to emit a thin green ray that destroys one creature utterly, as the *disintegrate* spell. The save DC is 19, or 16 + your Charisma modifier, whichever is higher.

Displacement (Su): While you are holding, wearing, or wielding the item, you can activate *displacement* for 1 round as a swift action, as though wearing a *major* *cloak of displacement*. You can use this ability up to ten times per day.

Energy Resistance, Greater (Su): The item protects you against damage from one type of energy—acid, cold, electricity, fire, or sonic. Each time you would normally take such damage, subtract 30 points from the damage dealt. Choose the specific type of energy when assigning this ability to the item.

You can select this option multiple times. Each time you do so, it applies to a different type of energy. This ability does not stack with energy resistance from previous menus.

Ethereal Jaunt (Su): Once per day, when you issue the command word and gesture with the item, you can become ethereal. This works like the *ethereal jaunt* spell. You can remain ethereal for as long as you wish, but once you return to material form, you cannot become ethereal again that day.

Finger of Death (Sp): Once per day, when you issue the command word and gesture with the item, you can kill one living creature, as the *finger of death* spell. The save DC is 20, or 17 + your Charisma modifier, whichever is higher.

Heal Self, Swift (Sp): Once per day as a swift action, you can use *heal* on yourself when holding, wearing, or wielding the item.

Horrid Wilting (Sp): Once per day, when you issue the command word and gesture with the item, you can use *horrid wilting* as the spell. The save DC is 22, or 18 + your Charisma modifier, whichever is higher.

Iron Body (Sp): Once per day, when you issue the command word and gesture with the item, you gain the benefit of the *iron body* spell.

Maximize Power (Su): You can manifest up to three psionic powers per day of up to 6th level that are maximized as though using the Maximize Power metapsionic feat (see the *Expanded Psionics Handbook* for details). Using this legacy ability does not change the power point cost of the altered power.

You cannot use this ability if you cannot already manifest psionic powers.

A legacy item can make its owner nearly invulnerable

Illus. by W. Reynolds

Maximize Spell (Su): You can cast up to three spells per day of up to 6th level that are maximized as though using the Maximize Spell metamagic feat. Using this legacy ability does not change the spell slot of the altered spell. A spontaneous spellcaster (such as a sorcerer) must still take a full-round action when using this ability, just as if using a metamagic feat he possessed.

You cannot use this ability if you cannot already cast spells.

Mind Blank (Su): While you are holding, wearing, or wielding the item, your mind is protected from mental and emotional tampering, as if continually affected by the *mind blank* spell.

Moment of Prescience (Su): Once per day, while you are holding, wearing, or wielding the item, you can gain a +20 insight bonus on a single roll, as the *moment of prescience* spell. You must declare that you are activating the effect before you make the roll.

Prismatic Spray (Sp): Two times per day, when you issue the command word and gesture with the item, you cause it to emit shimmering, multicolored beams of light with a variety of effects, as the *prismatic spray* spell. The save DC is 20, or 17 + your Charisma modifier, whichever is higher.

Spell Storing (Su): You can store up to five levels of spells in the item, as though it were a *ring of spell storing*.

Summon Monster VII (Sp): Two times per day when you issue the command word and gesture with the item, you can use *summon monster VII* as the spell.

Weapon Enhancement (Su): The effective enhancement bonus of a weapon increases, as shown in the table below. This ability can be placed only on a weapon, and can be selected multiple times. You cannot increase the weapon's actual enhancement bonus beyond +5.

Instead of increasing the enhancement bonus, you can choose any combination of enhancement bonuses and special abilities whose total market price is equivalent to the effective bonus increase.

EFFECTIVE ENHANCEMENT BONUS

Current	Increase
+1 or less	5
+2	4
+3, +4, or +5	3
+6, +7, or +8	2
+9	1

Wishes, Two (Su): The item grants you two wishes as the *wish* spell. You must state the desired effect while holding the item. As long as you have performed the appropriate legacy ritual and meet the level requirement, you gain this benefit, even if a previous owner has made two wishes using the item. A given creature can never gain more than two wishes in this way. If a save is allowed, the save DC is 23, or 19 + your Charisma modifier, whichever is higher.

Wizardry III (Su): While you are holding, wearing, or wielding the item, you can prepare or cast double your normal number of 3rd-level arcane spells per day, as though wearing a *ring of wizardry III*.

ABILITY MENU I (GREATER)

If you continue to enhance a legacy item by performing a greater legacy ritual, you can choose a Menu I ability at the cost of three Menu G slots. You cannot "trade in" existing Menu G abilities for an ability from this menu. A skipped slot means that no legacy ability is available at that character level. For example, if you assigned a Menu G ability at 17th level, you could assign a Menu I ability at 20th level, gaining no new legacy abilities at 18th and 19th level. You still pay personal costs for a given level, even if you gain no new legacy abilities.

You can choose one ability from any lower menu in place of one from Menu I.

Menu I abilities have a caster level of 20th.

Constant Companion, Greater (Su): While you are holding, wearing, or wielding the item, you can use a swift action to summon an allied creature. When assigning this ability to the item, choose one of the creatures from the 5th-level list of the Summon Monster or Summon Nature's Ally table on pages 287 and 288 of the Monster Manual. Only that creature can be summoned using this ability.

The allied creature attacks your foes and serves you to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. It remains with you unless dismissed (a standard action) or killed. If the creature is slain, it can be summoned again after 24 hours, fully healed. You can never have more than one greater companion at any one time.

Crushing Hand (Sp): Once per day, when you issue the command word and gesture with the item, you can create a Large magic hand that can crush foes, as the *Bigby's crushing hand* spell.

Dominate Monster (Sp): Once per day, when you issue the command word and gesture with the item, you can use *dominate monster* as the spell. The save DC is 23, or 19 + your Charisma modifier, whichever is higher.

Empower Power, Greater (Su): You can manifest up to three psionic powers per day of up to 9th level that are empowered as though using the Empower Power metapsionic feat. Using this legacy ability does not change the power point cost of the altered power.

You cannot use this ability if you cannot already manifest psionic powers.

Empower Spell, Greater (Su): You can cast up to three spells per day of up to 9th level that are empowered as though using the Empower Spell metamagic feat. Using this legacy ability does not change the spell slot of the altered spell. A spontaneous spellcaster (such as a sorcerer) must still take a full-round action when using this ability, just as if using a metamagic feat he possessed.

You cannot use this ability if you cannot already cast spells.

Energy Drain (Sp): Once per day, when you issue the command word and gesture with the item, you cause it to emit a black beam of negative energy that bestows 2d4 negative levels on a subject, as the *energy drain* spell. The save DC is 23, or 19 + your Charisma modifier, whichever is higher.

Heal, Mass (Sp): Three times per day on command, you can use *mass heal* as the spell. This ability can instead deal damage to undead creatures. The save DC is 23, or 19 + your Charisma modifier, whichever is higher.

Imprisonment (Su): Once per day, when you make a successful melee touch attack against a foe, you can imprison that foe beneath the earth, as the *imprisonment* spell. You must declare that you are activating the effect before you make the attack roll. If the item is a melee weapon, use it to make the touch attack.

Meteor Swarm (Sp): Once per day on command, you can use *meteor swarm* as the spell. The save DC

Illus. by F. Hooper

A legacy item's wielder entombs enemies under the earth with a touch

is 23, or 19 + your Charisma modifier, whichever is higher.

Polar Ray (Sp): Two times per day, when you issue the command word and gesture with the item, you cause it to emit a blue-white ray of freezing air and ice, as the *polar ray* spell.

Power Word Stun (Sp): Two times per day on command, you can use *power word stun* as the spell.

Quicken Power (Su): You can manifest up to three psionic powers per day of up to 6th level that are quickened as though using the Quicken Power metapsionic feat (see the *Expanded Psionics Handbook* for details). Using this legacy ability does not change the power point cost of the altered power.

You cannot use this ability if you cannot already manifest psionic powers.

Quicken Spell (Su): You can cast up to three spells per day of up to 6th level that are quickened as though using the Quicken Spell metamagic feat. Using this legacy ability does not change the spell slot of the altered spell. A spontaneous spellcaster (such as a sorcerer) does not take a full-round action when using this ability.

You cannot use this ability if you cannot already cast spells.

Regeneration (Su): While you are holding, wearing, or wielding the item, you heal 1 point of damage per level every hour rather than every day and regrow lost body parts, as though wearing a *ring of regeneration*.

Summon Monster IX (Sp): Once per day when you issue the command word and gesture with the item, you can use *summon monster IX* as the spell.

Time Stop (Sp): Once per day on command, you can use *time stop* as the spell.

Weapon Enhancement (Su): The effective enhancement bonus of a weapon increases, as shown in the table below. This ability can be placed only on a weapon, and can be selected multiple times. You cannot increase the weapon's actual enhancement bonus beyond +5.

Instead of increasing the enhancement bonus, you can choose any combination of enhancement bonuses and special abilities whose total market price is equivalent to the effective bonus increase.

EFFECTIVE ENHANCEMENT BONUS

Current	Increase
+1 or less	6
+2 or +3	5
+4 or +5	4
+6 or +7	3
+8	2
+9	1

Weird (Sp): Once per day on command, you can frighten to death all creatures within 30 feet, as the *weird* spell. The save DC is 23, or 19 + your Charisma modifier, whichever is higher.

Wishes, Three (Su): The item grants you three wishes as the *wish* spell. You must state the desired effect while holding the item. As long as you have performed the appropriate legacy ritual and meet the level requirement, you gain this benefit, even if a previous owner has made three wishes using the item. A given creature can never gain more than three wishes in this way. If a save is allowed, the save DC is 23, or 19 + your Charisma modifier, whichever is higher.

Wizardry IV (Su): While you are holding, wearing, or wielding the item, you can prepare or cast double your normal number of 4th-level arcane spells per day, as though wearing a *ring of wizardry IV*.

Illus. by D. Kovacs

This chapter presents a variety of twists that you, as the DM, can add to expand the rules for items of legacy. From items with dual, even opposing legacies to monsters that seethe with mythic power, from heroes sharing legacies with comrades to wielders unlocking epic legacy abilities, this chapter lets you further customize a legacy-themed campaign.

ALTERNATIVES TO KNOWLEDGE (HISTORY) CHECKS

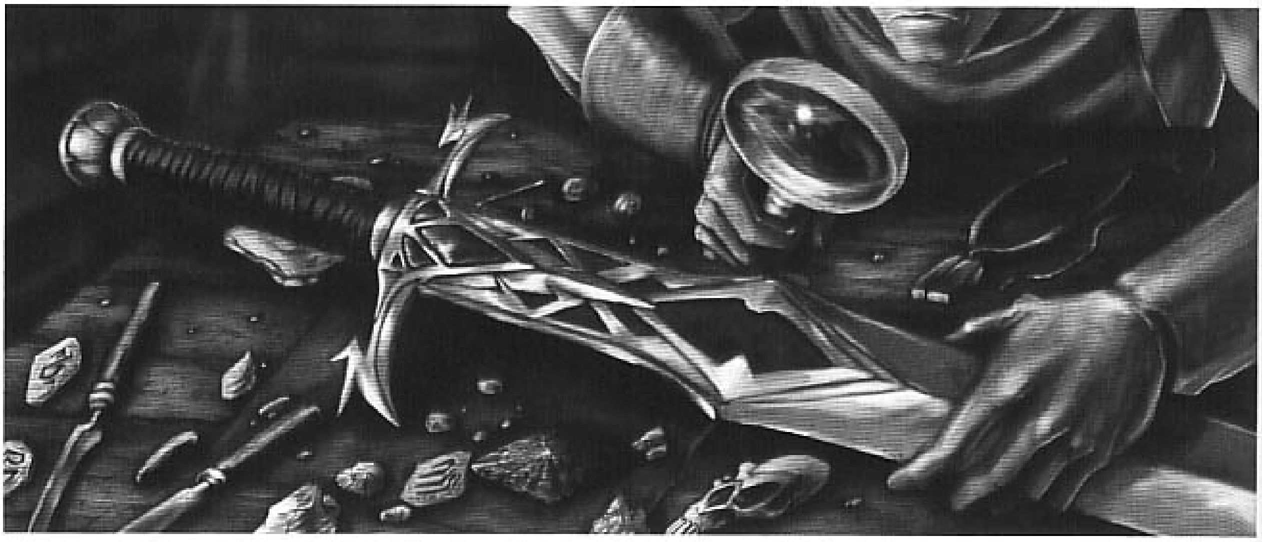
Making a Knowledge (history) check is the usual means of learning the background and rituals associated with a legacy item. At your discretion, other methods are possible. The following optional rules make using legacy items easier for less scholarly adventurers.

OTHER KNOWLEDGE SKILLS

Weapons tied heavily to a specific church or deity, such as the *Bow of the Black Archer* or *Durindana*, might be featured prominently in the myths and dogma of that religion. In such cases, you might allow the PCs to substitute Knowledge (religion) checks for Knowledge (history) checks. Likewise, the history of an item strongly tied to the arcane, such as *Bright Evening Star*, might warrant Knowledge (arcana) checks, while one that figures prominently in local affairs and tales might be uncovered with a Knowledge (local) or Gather Information check. If the player makes a valid case for substituting another Knowledge check, go ahead and allow it. However, you should increase the check DCs by 5, since these sorts of tales seldom include the specific details necessary to properly perform legacy rituals.

BARDIC KNOWLEDGE AND LORE

Bards, with their vast repertoire of tales, histories, and gossip, might very well know something of legacy items and their history. You can allow a bardic knowledge check as a substitute for Knowledge (history), but you should increase the check DC by 5 to reflect the fact that bardic knowledge is sketchy and incomplete in most cases.



Incorporating different components into an item of legacy can unlock different abilities

Illus. by F. Hooper

Loremasters focus exclusively on ancient secrets, unlike bards. Their repertoire of knowledge is vast, so a loremaster's lore check should entail no DC increase if used in place of a Knowledge (history) check.

MAGICAL DIVINATION

Using divination magic is the easiest, most efficient way to learn the history of a legacy item. The *identify* and *legend lore* spells are commonly used for this purpose.

Identify: This spell reveals all the standard magical abilities of a legacy item but none of its legacy abilities. It does, however, grant a +2 bonus on Knowledge (history) checks (or alternative checks) to research the item's background.

Legend Lore: This spell uncovers enough knowledge to learn and perform all legacy rituals for an item.

MUTABLE LEGACY ITEMS

Mutable items are a special subcategory of legacy items whose properties change with the addition of different components. *Skull Lash*, for example (see page 147), confers on its wielder special abilities characteristic of the creature whose skulls forms one of the flail's heads. Other examples of mutable legacy items include a sword with energy-related abilities that depend on the type of gem set in its pommel, or a crossbow with the bane special ability against creatures defined by the material of its bolts. Each variable component might be very specific (such as a unique gemstone said to possess a link to the lands of the dead) or broader (such as a polished marble orb or the talons of a red dragon).

DESIGNING A MUTABLE ITEM

In general, a mutable item is designed just like any other legacy item, as described in Chapter 4: Founding Legacies. Add the following entries to the legacy ability menus in that chapter.

Legacy Ability Menu B—**Mutable Legacy:** Select any three abilities from Menu A.

Legacy Ability Menu C—**Mutable Legacy:** Select any two abilities from Menu B.

Legacy Ability Menu E—**Mutable Legacy:** Select any three abilities from Menu D.

Legacy Ability Menu F—**Mutable Legacy:** Select any two abilities from Menu E.

Legacy Ability Menu H—**Mutable Legacy:** Select any three abilities from Menu G.

Legacy Ability Menu I—**Mutable Legacy:** Select any two abilities from Menu H.

You can't use a mutable legacy ability choice to select other mutable legacy abilities. For example, you can't use a Menu C choice to select mutable legacy twice from Menu B. Just like most menu choices, you can't select more than one mutable legacy option from any menu. Thus, you can choose mutable legacy once from Menu B and once from Menu C, but not twice from either menu.

A mutable legacy choice can't be an ability with a limited number of daily uses.

Examples of Designing Mutable Legacy Items

Example 1: You are designing a legacy longsword with energy-related abilities that depend on the type of gem set into its pommel. It also has two suites of divine magical abilities, each linked to the specific deity whose holy symbol is tied on a leather thong around the crossguard. You select three menu A abilities as a menu B mutable legacy choice—linking them to the pommel gem—and two Menu E abilities as a Menu F mutable legacy choice, linking them to the holy symbol. Thus, depending on the components attached to the sword, it displays any of six different combinations of menu A and menu E legacy abilities.

Example 2: You are designing a legacy staff with three different sets of related legacy powers, and each set is affiliated with a particular component: the stone set into the tip of the staff. You select mutable legacies from Menus B, E, and H, then assign one ability from each trio of lower-level abilities to each of three different stones (say, obsidian, marble, and granite). Depending on the affixed stone, the staff will have one of three different sets of abilities, each progressing all the way to 20th level.

Variable Components

Once you have chosen the item's mutable legacy abilities, decide what variable components will actually unlock them, as well as which ability is linked to each component. Depending on the item, variable components can be nearly anything: a sword's blade, the gemstone set in a ring, a staff's capstone, a decorative feather hung from a club, or one of countless other options. Let your creativity run wild—the only rule is that components must be either general or specific. General components are a broad category of items or substances, any of which will suffice as the item's variable component. Specific components are just that—specific or even unique items (such as a crystal from the hoard of the ancient red dragon Durtaxsteingakila). Mere limitations on appropriate components are not sufficient to make them specific.

In the above example of the longsword, you have already decided it will have two variable components: the pommel gem and the holy symbol tied to the guard. You've also decided to link the set of three Menu A legacy abilities to the pommel gem and the set of two Menu E legacy abilities to the holy symbol. The unique variability of the sword is the focus, and you don't want the PCs to get derailed by side quests to find some legendary component, such as the Diamond of Enth-Kai, so you decide to make both components general. However, you specify types of gems that relate to a given Menu A ability and energy type: rubies for fire, sapphires for cold, and diamonds for electricity. You likewise limit the holy symbol options to two particular deities: Heironeous, god of valor, and St. Cuthbert, god of retribution.

Finishing Touches

Although the great advantage of mutable legacy items is their flexibility, their ability suites should share a theme or otherwise relate to one another. It's more interesting to wield a sword with three different energy-related effects, or a variety of restorative abilities, or powers relating to the same faith or pantheon, than one that alternately heals, blasts with fire, or summons a creature. Possible themes include energy types, alignments, the planes, monster or animal abilities, a deity or pantheon's portfolio or domains, ancestral wisdom, and schools of magic. Of course, you are free to design mutable legacy items with no unifying theme at all, but doing so makes them much less special and weakens their symbolic value.

USING VARIABLE COMPONENTS

The rules for actually using variable components in a mutable legacy item are simpler than those for designing such an item. As a player character, you simply need to discover and obtain the appropriate component, affix it to the legacy item, and perform a brief ritual to activate the item's new abilities.

Discovering Variable Components

Some mutable items have very obvious variable components, with few or no restrictions (*Skull Lash*, for example, accepts any skull of the appropriate creature types). Other mutable items, however, have variable components that are more esoteric, or for which fewer items will serve. Returning to the above example, the mutable legacy longsword accepts only three types of pommel gems and two types of holy symbols. If you were to attach another kind of gem, such as amethyst, to the sword's pommel, the weapon would gain no new legacy abilities.

Discovering each of a mutable item's eligible components requires a DC 15 Knowledge (history) check if general, a DC 20 check if specific, and a DC 25 check if unique. For every 5 points by which you beat the check DC, you discover one extra variable component. For example, if you are seeking suitable components for the pommel gem of the example longsword above and get a result of 27 on your Knowledge (history) check, you would learn two of the three types of gems that unlock the sword's various energy-related abilities.

Affixing a Component

Depending upon the nature of the variable component and the legacy item, affixing a component might be as simple as tying it to the item with a leather thong or as complex as cutting a gem to fit a socket and setting it with jeweler's tools. Unless the DM decides otherwise, affixing or switching out a legacy item's variable component, including the brief ritual involved, is a full-round action that draws attacks of opportunities.

DUAL LEGACY ITEMS

Dual legacy items have divergent or even opposing sets of abilities, each unlocked by a different series of legacy rituals. Unlike mutable items, the abilities are fixed for a given wielder and cannot be changed once the ritual is complete. An example of a dual legacy item is the greatsword *Merikel* (see page 117), the weapon of a fallen angel, which retains some of its original holiness but can also be warped toward evil. It could become a powerful tool for good in the hands of a good wielder, but wielded by an evil creature, it manifests dread, unholy powers. A dual legacy item can pose a tremendous threat in the hands of an enemy, but it can make a great reward for a PC who finally claims it.

DESIGNING A DUAL LEGACY ITEM

In general, a dual legacy item is designed just like any other legacy item, as described in Chapter 4: Founding Legacies. However, the process of assigning abilities and designing legacy rituals differs as described below.

Selecting Legacy Abilities

Whenever you select a legacy ability from a menu, you can choose another from the same menu. Do this for as many abilities as you wish. Each time, designate one as the primary ability and the other as the secondary ability. *Merikel*, for example, has good-aligned, positive, helpful primary abilities and evil-aligned, negative, spiteful secondary abilities. Not every legacy ability needs an alternative; some might be shared by opposing themes, such as *Merikel*'s divine countenance ability (which grants a +2 enhancement bonus to Charisma regardless of which path its wielder chooses).

Depending on the theme of the item, sets of abilities might be diametric opposites or only tangentially connected. For example, a mace possessed by an evangelical spirit might have one set of weapon special abilities with no religious affiliation, such as flaming burst or defending, and an alternative set of divine magic-inspired powers such as the holy weapon ability or the ability to use *cure light wounds*.

Dual Legacy Rituals

Dual legacy items, such as *Merikel*, require two legacy ritual paths, one for each set of abilities. Once you have started down either path by performing its least legacy ritual, you are "locked in" to that path. That ritual path dictates the legacy abilities you unlock. For instance, if you wield *Merikel* and perform the Pious Redemption ritual, you can use the least abilities associated with that path (*touch of grace* and *bless*).

If you later choose to follow the item's alternative path, you must perform the next ritual to complete that path's task instead. All of the item's legacy abilities, even those previously unlocked, change to reflect the new path. For example, if you are wielding *Merikel*, and have already unlocked its least abilities with the Pious Redemption ritual, you must perform the Path of Despair ritual and unlock its lesser abilities to follow the path of evil. Once the ritual is complete, the touch of grace and *bless* abilities would be replaced by their "evil" counterparts, touch of fury and *bane*.

When designing a dual legacy item, you must also design two sets of rituals to represent the differing paths. Each of a corresponding pair of rituals requires the same Knowledge (history) check DC. Each should have the same costs, both personal and gp, but could require different tasks. You can even encourage a potential wielder to prefer one path to the other by making its tasks easier to complete. For example, a wielder of *Merikel* following the path of good need only travel to the high church of Heironeous to bathe the sword in blessed water, while the evil path requires dipping it into the water of the deadly River Styx.

SHARING A LEGACY

A common element in fantasy films and literature is that of the trusted companion who takes up the weapon of the valiant hero who falls in combat. One famous example is when Sam wields *Sting* after Frodo is taken by Shelob in *The Two Towers*. You can replicate such an event with items of legacy. Under the standard rules presented in this book, if Sir Aerin the Mighty

Illus. by W. England

The path taken by its wielder determines the nature of a dual legacy item

passes the powerful blade *Durindana* (see page 75) to his companion Enian the bard, that fabled weapon becomes nothing more than a *+1 longsword* in Enian's hands—not terribly impressive or heroic. This variant rule provides a method for a willing character to temporarily bestow upon an ally the ability to wield a legacy weapon for which that ally has not qualified.

Sharing a legacy item requires the voluntary and informed consent of both wielder and recipient. This consent need not be vocalized or even deliberate; it can be granted tacitly even when the wielder is unconscious or otherwise incapacitated. However, it cannot be coerced in any way, magically or otherwise. Only the intended recipient can benefit (you can't disguise yourself as the wielder's ally to trick her into lending you the item).

If you are the intended recipient of a legacy item, you are treated as having the same level as the owner and as having completed the same legacy rituals, regardless of your own level. For example, if you are a 5th-level character who takes up the legacy blade of an 18th-level wielder who had completed the greater legacy ritual, you can use all the item's legacy abilities available up to and including 18th level (if any).

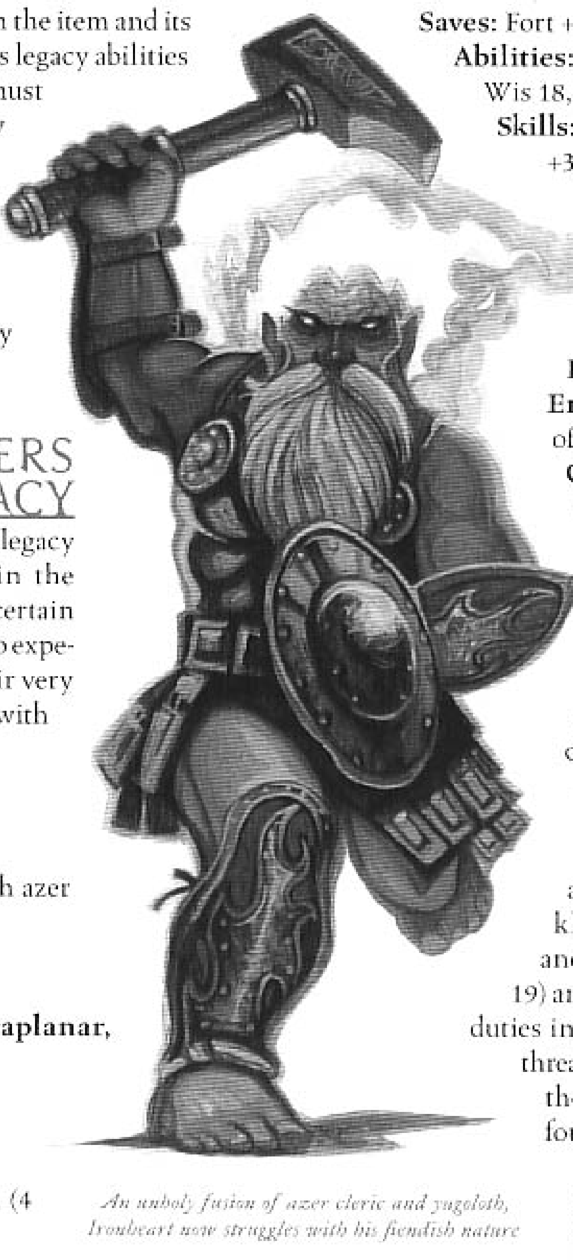
This benefit comes with a heavy cost, though: You immediately gain one negative level for each legacy ritual completed by the original wielder. Thus, if the original wielder has completed only the least legacy ritual (unlocking the least abilities of the item), you gain one negative level, but if the owner has completed all three rituals and unlocked the greater abilities, you gain three negative levels. These negative levels remain as long as you continue to wield, wear, or carry the item, but never result in actual level loss. However, the negative levels can never be removed in any way (including *restoration* spells) while you possess the item. If you cannot gain negative levels (for example, because you are a construct or undead creature), you cannot be the recipient of another character's legacy item.

If the total negative levels equal or exceed your Hit Dice, you are not killed but instead gain the maximum number of negative levels you can without dying. For each negative level so gained, you have access to the abilities granted by completing one of the legacy rituals, beginning with the lowest. For example, if you are 3rd level and receive a legacy item from an owner who has completed the greater legacy ritual, you would gain only two negative levels (instead of three) and would be able to use only the item's least and lesser abilities (but not the greater abilities).

You might wield the legacy item for as long as the original owner allows. If the owner dies after consenting to transfer the item, you can continue to use all its available legacy abilities for a limited period of time after death. The length of time depends on the highest legacy ritual completed: 1 hour for the greater legacy ritual, 10 minutes for the lesser, and 1 minute for the least.

Sharing a legacy item, even with a trusted ally, taints the bond between the item and its true owner. To use the item's legacy abilities again, the original wielder must complete a minor ceremony requiring 1 hour of uninterrupted meditation in the presence of the item. After this is completed, the item returns to its full normal functionality for that wielder.

Illus. by W. O'Connor



An unholy fusion of azer cleric and yugoloth, Ironheart now struggles with his fiendish nature

MONSTERS OF LEGACY

Just as some items take on legacy abilities when tempered in the fire of extreme experience, certain creatures sometimes undergo experiences so extreme that their very bodies can become imbued with legacy abilities.

IRONHEART, SERVANT OF FIRE

This example uses a fiendish azer cleric as the base creature.

Ironheart

Medium Outsider (Extraplanar, Fire)

Male Azer Cleric 3

Hit Dice: 5d8+15 (41 hp)

Initiative: +1

Speed: 20 ft. in scale mail (4 squares); base speed 30 ft.

Armor Class: 22 (+1 Dex, +6 natural, +4 scale mail, +1 light steel shield), touch 11, flat-footed 21

Base Attack/Grapple: +4/+6

Attack: *+1 warhammer* +8 melee (1d8+3/×3 plus 1 fire) or masterwork light pick +7 melee (1d4+2/×4 plus 1 fire)

Full Attack: *+1 warhammer* +8 melee (1d8+3/×3 plus 1 fire) or masterwork light pick +7 melee (1d4+2/×4 plus 1 fire)

Space/Reach: 5 ft./5 ft.

Special Attacks: Heat, smite good, spells, rebuke undead 3/day (+0, 2d6+3, 3rd), spontaneous casting (*inflict*)

Special Qualities: Darkvision 60 ft., enlarge spell, immunity to fire, omen, resistance to cold 5, spell resistance 16, vulnerability to cold

Saves: Fort +9, Ref +5, Will +10

Abilities: Str 15, Dex 12, Con 16, Int 10, Wis 18, Cha 10

Skills: Climb +4, Concentration +6, Hide +3, Jump +1, Knowledge (the planes) +2, Knowledge (religion) +4, Listen +9, Search +5, Spellcraft +2, Spot +9

Feats: Power Attack, Spell Focus (evocation), Weapon Focus (warhammer)^{B}

Environment: Elemental Plane of Fire

Organization: Solitary

Challenge Rating: 5

Treasure: Standard coins; double goods (nonflammables only); standard items (nonflammables only)

Alignment: Neutral

Advancement: By character class

Level Adjustment: —

Ironheart was a fairly typical azer cleric, worshiping Thermekhûl (the dwarven patron of fire and battle; see *Races of Stone*, page 19) and guiding his kin through their duties in life. When his community was threatened by invading yugoloths from the Bleak Eternity of Gehenna, he fought at the forefront.

A horrid mezzoloth ambushed Ironheart, pouncing from invisibility, then catching up the cleric in its claws to tear him up and ultimately drop him from a great height. The azer didn't give up easily, though; although he had dropped his warhammer, he was able to unsheathe a light pick, with which he tore at the fiend's claws and wings. Striking a mortal blow, Ironheart fell to the flaming ground in the clutches of the yugoloth. He perished in the fall, and the high priest of his order raised him from the dead in recognition of his valor. When Ironheart awoke, he found that the entwined bodies of himself and his foe had partially fused in the elemental flames. He was different, infused with both fiendish qualities—and something else. He continues to serve his people, but he struggles constantly against the urges of his evil side.

Ironheart has an olfactory omen (sulfurous fumes) and one Menu A choice (lesser metamagic).

Combat

Ironheart uses his natural heat, his clerical magic, and his newfound abilities to punish foes in combat.

Heat (Ex): Ironheart generates so much heat that his mere touch deals an extra 1 point of fire damage. His metallic weapons also conduct this heat.

Smite Good (Su): Once per day, Ironheart can make a normal melee attack to deal 5 extra points of damage against a good foe.

Spells: Ironheart casts spells as a 3rd-level cleric.

Typical Cleric Spells Prepared (CL 3rd): 0—*detect magic, read magic, resistance* (2); 1st—*bane* (DC 15), *burning hands*[D] (DC 16), *doom* (DC 15), *shield of faith*; 2nd—*cure moderate wounds, death knell* (DC 16), *spiritual weapon*[D].

D: Domain spell: Domains: Fire (turn water creatures or rebuke fire creatures 3/day), War (proficiency and weapon focus with favored weapon).

Enlarge Spell (Su): Ironheart can cast up to three spells per day of up to 3rd level that are empowered as though using the Empower Spell metamagic feat. Using this ability does not change the spell slot of the altered spell.

Cure Moderate Wounds (Sp): Three times per day, Ironheart can use cure moderate wounds as the spell by touching the item to the creature to be healed (including himself) and speaking a command word. This ability can instead deal damage to undead creatures. The save DC is 13, or 12 + your Charisma modifier, whichever is higher.

Omen: A reek of brimstone swirls around Ironheart. This counts as a strong smell for the purpose of scent.

Possessions: Masterwork scale mail, masterwork light steel shield, *+1 warhammer*, 2 *potions of cure moderate wounds, potion of bull's strength.*

LIVONIA DARKTONGUE

This example uses a tiefling warmage as the base creature.

Livonia Darktongue

Medium Outsider (Native)
Female Tiefling Warmage* 8
Hit Dice: 8d6+8 (39 hp)
Initiative: +3
Speed: 30 ft.
Armor Class: 16 (+3 Dex, +3 *+1 leather armor*), touch 13, flat-footed 13
Base Attack/Grapple: +4/+4
Attack: *+1 flaming rapier* +8 melee (1d6+1/18–20 plus 1d6 fire) or throwing axe +7 ranged (1d6)
Full Attack: *+1 flaming rapier* +8 melee (1d6+1/18–20 plus 1d6 fire) or throwing axe +7 ranged (1d6)
Space/Reach: 5 ft./5 ft.
Special Attacks: *Darkness*, doom of heaven, warmage edge
Special Qualities: Armored mage, darkvision 60 ft., omen, resistance to cold 5, electricity 5, and fire 5
Saves: Fort +3, Ref +5, Will +5
Abilities: Str 10, Dex 16, Con 12, Int 16, Wis 8, Cha 16
Skills: Bluff +5, Concentration +10, Hide +5, Intimidate +11, Knowledge (arcana) +10, Listen +2, Spellcraft +12, Spot +2
Feats: Combat Expertise, Sudden Empower*[B], Weapon Finesse
Environment: Temperate plains
Organization: Solitary
Challenge Rating: 9
Treasure: Standard
Alignment: Chaotic evil
Advancement: By character class
Level Adjustment: —

*New class and feat detailed in *Complete Arcane*.

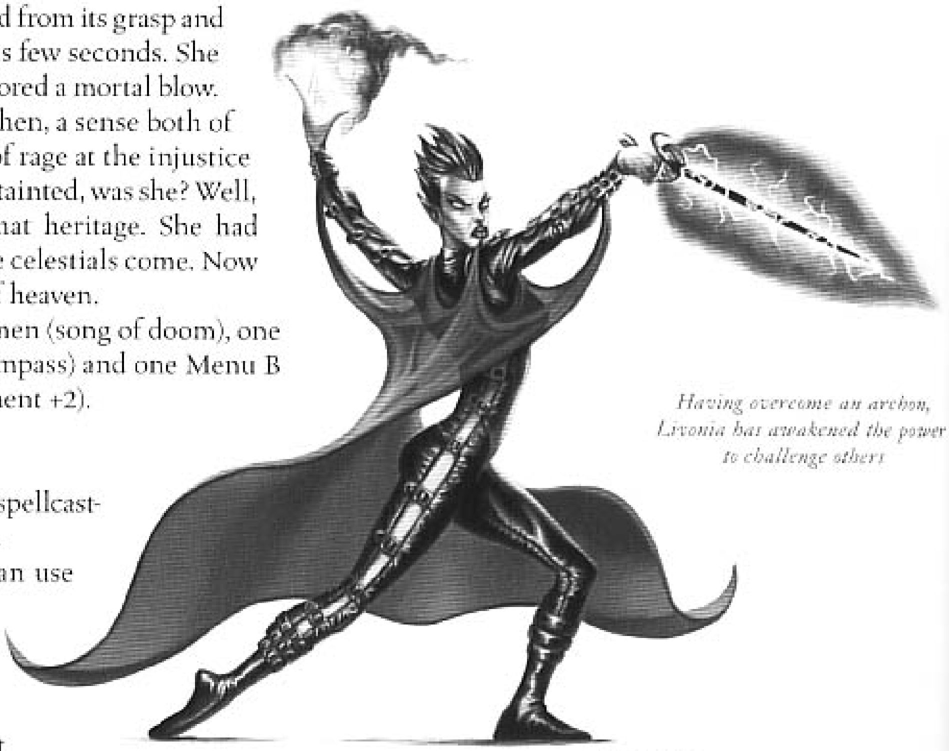
When Livonia Fire-Eyes first encountered the furious hound archon, she didn't understand that she was the object of its wrath. She'd done nothing to offend the powers of Celestia—but that didn't matter to the fanatical creature, who was sworn to destroy all "evil-tainted" beings. With a touch of fiendish heritage, Livonia qualified as legitimate prey. The archon howled a challenge and came at her with its greatsword. Livonia defended herself as best she could, but she was no match for her muscular opponent. Finally, in a last desperate move, she threw up a *wind wall* between herself and her

Illus. by D. Scott

attacker, which tore the sword from its grasp and left it off guard for a precious few seconds. She thrust with her rapier and scored a mortal blow.

Something awoke in her then, a sense both of triumph at her victory and of rage at the injustice of the archon's attack. Fiend-tainted, was she? Well, then she would embrace that heritage. She had proven herself once—let the celestials come. Now she is Darktongue, enemy of heaven.

Livonia has an auditory omen (song of doom), one Menu A choice (creature compass) and one Menu B choice (Charisma enhancement +2).



Having overcome an archon, Livonia has awakened the power to challenge others

Combat

Livonia combines aggressive spellcasting with her innate abilities.

Darkness (Sp): Livonia can use *darkness* as the spell once per day (caster level 7th).

Doom of Heaven (Su): Livonia can detect any good outsider within 60 feet, but she must concentrate (a standard action) to do so. She ignores any damage reduction of good outsiders when attacking them.

Warmage Edge (Su): Whenever Livonia casts a spell that deals hit point damage, she deals an extra 3 points of damage. This bonus damage applies only once per casting of a given spell.

Spells: Livonia casts spells as an 8th-level warmage.

Typical Warmage Spells Known (6/7/7/6/3; CL 8th): 0—*acid splash* (+7 ranged touch), *disrupt undead, light, ray of frost* (+7 ranged touch); 1st—*accuracy**, *burning hands* (DC 13), *chill touch, fist of stone**, *hail of stone**, *magic missile, lesser orb of acid/cold/electricity/fire/sound**, *shocking grasp* (+4 melee touch), *true strike*; 2nd—*blades of fire**, *continual flame, darkness, fire trap* (DC 14), *fireburst** (DC 14), *flaming sphere, ice knife** (+7 ranged; DC 14), *Melf's acid arrow* (+7 ranged touch), *pyrotechnics, scorching ray* (+7 ranged touch), *shatter* (DC 14), *whirling blade**; 3rd—*fire shield, fireball* (DC 15), *flame arrow, gust of wind* (DC 15), *ice storm, lightning bolt* (DC 15), *poison* (DC 15), *ring of blades**, *sleet storm, stinking cloud* (DC 15), *wind wall* (DC 15); 4th—*blast of flame**, *contagion* (DC 15), *Evard's black tentacles, orb of acid/cold/electricity/fire/sound**, *phantasmal killer* (DC 16), *shout* (DC 16), *wall of fire*

*New spells detailed in *Complete Arcane*.

Armored Mage (Ex): Livonia suffers no chance of arcane spell failure while wearing light or medium armor.

Omen: A keening song of doom fills the air whenever good-aligned enemies are within 5 feet of Livonia.

Possessions: +1 leather armor, +1 *flaming rapier*, 2 *potions of cure light wounds*.

SHULUTH

This example uses an illithid as the base creature.

Shuluth the Illithid

Shuluth, Mind Flayer of Legacy
Medium Aberration
Hit Dice: 8d8+8 (44 hp)
Initiative: +6
Speed: 30 ft. (6 squares)
Armor Class: 16 (+2 Dex, +3 natural, +1 deflection), touch 13, flat-footed 14
Base Attack/Grapple: +6/+7
Attack: Tentacle +8 melee (1d4+1)
Full Attack: 4 tentacles +8 melee (1d4+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Improved grab, extract, *mind blast*, psionics
Special Qualities: Deflection, *mirror image*, omen, *see invisibility*, spell resistance 25, telepathy 100 ft.
Saves: Fort +3, Ref +4, Will +9
Abilities: Str 12, Dex 14, Con 12, Int 19, Wis 17, Cha 17
Skills: Bluff +11, Concentration +11 (+15 casting

defensively), Diplomacy +7, Disguise +3 (+5 acting in character), Hide +10, Intimidate +9, Knowledge (arcana) +12, Listen +11, Move Silently +10, Sense Motive +7, Spot +11
Feats: Combat Casting, Improved Initiative, Weapon Finesse
Environment: Underground
Organization: Solitary, pair, inquisition (3–5), or cult (3–5 plus 6–10 grimlocks)
Challenge Rating: 9
Treasure: Double standard
Alignment: Lawful evil
Advancement: By character class
Level Adjustment: —

Shuluth has the distinction of having survived a harrowing encounter with the Band of Lavender, a group of githyanki and elan adventurers who had made a name for themselves exterminating mind flayers. Not only did Shuluth survive (barely), it also managed to exterminate every member of the group by means of a fiendish trap.

Because the Band of Lavender had such a long and illustrious history, and because Shuluth devised such a cunning and lethal trap, the illithid became a monster of legacy. Now, Shuluth thrills to the continued beat of its own heart, realizing that its victory was a spectacular event that might eventually become a legend.

Combat

Shuluth enhances the normal combat tactics of an illithid with its improved defensive abilities.

Extract (Ex): If Shuluth begins its turn with all four tentacles attached and makes a successful grapple check, it automatically extracts the opponent's brain, instantly killing that creature.

Improved Grab (Ex): To use this ability, Shuluth must hit a Small, Medium, or Large creature with its tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and attaches the tentacle to the opponent's head. Shuluth can grab a Huge or larger creature, but only if it can somehow reach the foe's head.

If Shuluth begins its turn with at least one tentacle attached, it can try to attach its remaining tentacles with a single grapple check. The opponent can escape with a single successful grapple check or an Escape Artist check, but Shuluth gets a +2 circumstance bonus for every tentacle that was attached at the beginning of the opponent's turn.

Mind Blast (Sp): 60-ft. cone, stun 3d4 rounds, Will DC 17 negates. This ability is the equivalent of a 4th-level spell.

Psionics (Sp): At will—*charm monster* (DC 17), *detect thoughts* (DC 15), *levitate, plane shift, suggestion* (DC 16). Caster level 8th.

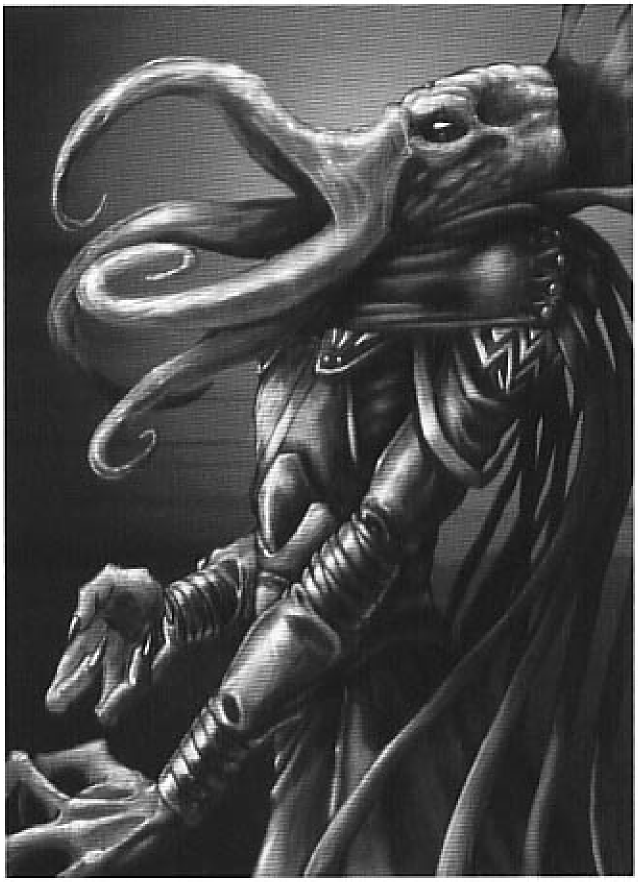
Deflection: Shuluth enjoys an inherent +1 deflection bonus to its AC.

Mirror Image (Sp): Once per day by uttering a vile command word, Shuluth can use *mirror image* as the spell. Caster level 5th.

Omen: All creatures within 15 feet of Shuluth that have a language "hear" dire mental whispers forecasting their sudden and painful demise. Shuluth can suppress or emit this telepathic aura as a free action.

See Invisibility (Sp): Once per day by uttering a vile command word, Shuluth can use *see invisibility* as the spell. Caster level 5th.

Telepathy (Su): Shuluth can communicate telepathically with any other creature within 100 feet that has a language.



Shuluth wiped out an entire illithid-hunting society and now revels in its newly gained abilities

Illus. by F. Hooper

VHUUKSSSH THE DESTROYER

This example uses a Large water elemental as the base creature.

Vhuuksssh

Large Elemental (Extraplanar, Water)
Hit Dice: 12d8+48 (102 hp)
Initiative: +2
Speed: 20 ft. (4 squares), swim 90 ft.
Armor Class: 21 (–1 size, +2 Dex, +9 natural, +1 deflection), touch 12, flat-footed 19
Base Attack/Grapple: +9/+18
Attack: Slam +13 melee (2d8+5)
Full Attack: 2 slams +13 melee (2d8+5)
Space/Reach: 10 ft./10 ft.
Special Attacks: Water mastery, drench, spell-like abilities, vortex
Special Qualities: Damage reduction 5/—, darkvision 60 ft., elemental traits, omen
Saves: Fort +12, Ref +8, Will +6
Abilities: Str 20, Dex 14, Con 19, Int 6, Wis 11, Cha 11
Skills: Listen +7, Spot +8
Feats: Cleave, Great Cleave, Iron Will, Lightning Reflexes, Power Attack
Environment: Elemental Plane of Water
Organization: Solitary
Challenge Rating: 7
Treasure: None
Alignment: Chaotic neutral
Advancement: 13–15 HD (Large)
Level Adjustment: —

Vhuuksssh was summoned by a *planar ally* spell to perform a service for an elemental temple. But when the water elemental had fulfilled its pact and the time came to release it from service, the cleric who had summoned Vhuuksssh refused to uphold the terms of the bargain. By claiming the elemental had not met the letter of the agreement, he denied it return to its home plane. With the fury of a storm-tossed sea, Vhuuksssh lashed out at its enslaver. Battered by the cleric's elemental magic, it was nearly destroyed, but finally the elemental caught up the traitor in its vortex and dashed his head against the temple walls. Now truly free, Vhuuksssh could have returned to the Elemental Plane of Water—but it felt different, as though stirred by a fresh current.

Vhuuksssh had escaped a magical pact by doing what no other planar ally had dared: turning on its summoner. It absorbed some of the elemental power of its tormentor and now explores the new abilities that have awakened within it.

Vhuuksssh has selected a visible omen (flickering flames), one Menu A choice (+1 deflection), one Menu B choice (*lightning bolt*), one Menu C choice (*acid arrow*), and one Menu E choice (*fireball*).

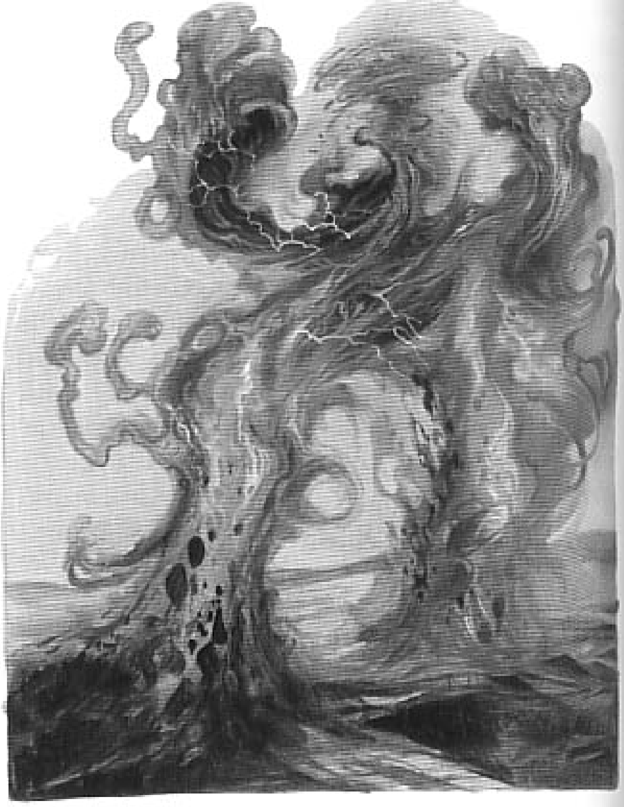
Combat

Vhuuksssh combines the offensive capabilities of a water elemental with other energy-based powers.

Drench (Ex): Vhuuksssh's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Large size or smaller. It can dispel magical fire it touches as *dispel magic* (CL 12th).

Spell-Like Abilities: At will—*Melf's acid arrow* (+10 ranged touch; CL 10th); 3/day—*fireball* (DC 14; CL 11th); 1/day—*lightning bolt* (DC 14; CL 11th).

Vortex (Su): Vhuuksssh can transform itself into a whirlpool once every 10 minutes, provided it is underwater, and remain in that form for up to 6 rounds. In vortex form, it can move through the water or along the bottom at its swim speed. The vortex is 5 feet wide at the base, up to 30 feet wide at the top, and up to 40



Vhuuksssh struck back against a faithless summoner and has found new elemental power

Illus. by J. Easley

feet tall. Vhuuksssh controls the exact height, but it must be at least 10 feet.

Vhuuksssh's movement while in vortex form does not provoke attacks of opportunity, even if it enters the space another creature occupies. Another creature might be caught in the vortex if it touches or enters the vortex, or if Vhuuksssh moves into or through the creature's space. Medium and smaller creatures might take damage when caught in the vortex and might be swept up by it. An affected creature must succeed on a DC 19 Reflex save when it comes into contact with the vortex or take 2d6 points of damage. It must also succeed on a second DC 19 Reflex save or be picked up bodily and held suspended in the powerful currents, automatically taking 2d6 points of damage each round. An affected creature is allowed a Reflex save each round to escape the vortex. The creature still takes damage, but can leave if the save is successful.

Creatures trapped in the vortex cannot move except to go where Vhuuksssh carries them or to escape the vortex. Creatures caught in the vortex can otherwise act normally, but must make a Concentration check (DC 10 + spell level) to cast a spell. Creatures caught in the vortex take a –4 penalty to Dexterity and a –2 penalty on attack rolls. Vhuuksssh can have only as many creatures trapped inside the vortex at one time as will fit inside its volume. Vhuuksssh can eject any carried creatures whenever it wishes, depositing them wherever the vortex happens to be.

If the vortex's base touches the bottom, it creates a swirling cloud of debris. This cloud is centered on Vhuuksssh and has a diameter equal to half the vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud must make a Concentration check (DC 15 + spell level) to cast a spell.

While in vortex form, Vhuuksssh cannot make slam attacks and does not threaten the area around it.

Water Mastery (Ex): Vhuuksssh gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or Vhuuksssh is touching the ground, Vhuuksssh takes a –4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

Vhuuksssh can easily overturn craft up to 60 feet long, stop larger vessels (up to 120 feet long), and slow large ships (up to 240 feet long) to half speed.

Deflection: Vhuuksssh enjoys an inherent +1 deflection bonus to its AC.

Omen: Vhuuksssh flickers with fiery glints that seem to run across its surface.

Speed Enhancement (Su): Vhuuksssh's land speed has increased by 5 feet.

Skills: Vhuuksssh has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

CREATING A MONSTER OF LEGACY

"Monster of legacy" is an acquired template that can be added to any aberration, dragon, elemental, giant, magical beast, monstrous humanoid, ooze, outsider, or undead (hereafter referred to as the base creature).

The base creature must also have the following:

- Intelligence 3 or more;
- 5 or more HD;
- At least one supernatural or spell-like ability.

In addition, the monster must experience the same sort of dramatic event that paves the way for creating an item of legacy.

Monsters of legacy do not perform legacy rituals or pay for materials, nor do they incur any personal costs for their legacy abilities. No legacy feat (such as Least Legacy) is required to unlock their legacy abilities.

A monster of legacy uses all the base creature's statistics and special abilities except as noted here.

Special Attacks/Special Qualities: A monster of legacy retains all the special attacks and special qualities of the base creature. It also gains legacy abilities as described here.

To assign abilities, use the legacy ability menus in Chapter 4: Founding Legacies. Treat the monster as both an item of legacy and its wielder. It selects a number of ability choices determined by its total Hit Dice, as well as a choice from the omen menu. Use the following table to determine which menus it can choose from.

5–10 HD	11–16 HD	17+ HD
Menu A	Menu D	Menu G
Menu B	Menu E	Menu H
Menu C	Menu F	Menu I

In one of the examples given above, Shuluth the illithid is an 8 Hit Die creature. Thus, it could choose three abilities from Menu A, or one from Menu A and one from Menu B, or a single ability from Menu C. It doesn't have enough Hit Dice to make any choices from higher menus. It selected a mental omen (the threatening mental whispers) and three Menu A choices: *deflection*, *mirror image*, and *see invisibility*.

Of course, you should make whatever substitutions and modifications are necessary to indicate that an ability derives from the monster itself and not from a separate item. For example, instead of holding an item over its head to use *fly* (a Menu C ability), the monster might raise its arms, make flapping motions, or use some other equivalent gesture to activate the ability.

Challenge Rating: Adjust the creature's Challenge Rating based on the number of legacy abilities to which it has access. These increases are not cumulative with each other.

Legacy Abilities Awakened	CR Increase
Two or more least	+1
Two or more lesser	+2
Two or more greater	+3

Level Adjustment: Legacy monsters are never appropriate as player characters or cohorts. The base creature loses any level adjustment it previously had.

STANDARD MAGIC ITEMS AS ITEMS OF LEGACY

The *holy avenger*. The *staff of power*. These powerful magic items and others have been iconic parts of the DUNGEONS & DRAGONS game for many years, and their appearance in a campaign should be a major event. Their sheer power, however, entails the risk of severely unbalancing the campaign if they are introduced at anything less than high levels.

As the DM, though, you might sometimes want to include such potent items earlier, as a plot element or a piece of a character's background. Perhaps the party's paladin inherited her father's sword when she set off on her adventuring career, or your storyline revolves around the party's possession of a dangerous item whose powers they neither fully comprehend nor have the ability to use. Discovering the item's true potential can be the basis for exciting adventures. *The Lord of the Rings*, to use the obvious example, would not have been nearly as interesting a story if Frodo could call upon the full powers of the *One Ring* from the moment he put it on.

One solution to this dilemma is to convert the item into a legacy item, allowing its wielder to gain access to its most powerful abilities over time.

CONVERTING STANDARD MAGIC ITEMS TO LEGACY ITEMS

Using the standard item's abilities as a guideline, it should be fairly simple to map out a progression for legacy abilities. The item's base price determines what legacy abilities the item has: If its price is 18,000 gp or less, it has least abilities only; between 18,000 gp and 72,000 gp, it has least and lesser abilities; and between 72,000 gp and 200,000 gp, it has least, lesser, and greater abilities. If the standard item's cost is more than 200,000 gp, use the rules for epic legacy items starting on page 218.

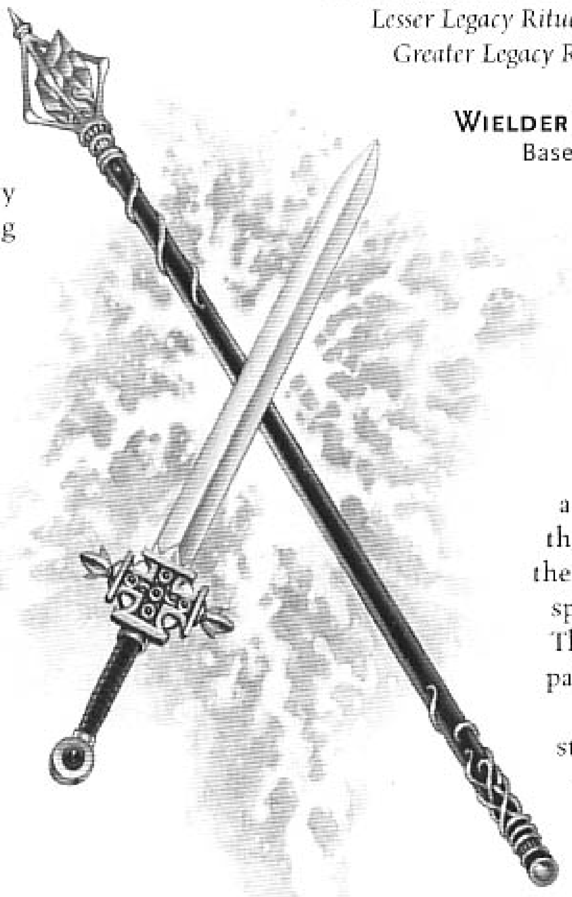
Some items might not fit the progression exactly. For example, an item worth 20,000 gp is too powerful to tie all of its abilities to a least legacy, but its price is just barely high enough to qualify it for a lesser legacy. In such cases, you must decide whether to adhere strictly to the item's original abilities, or to "pad them

TABLE 5–1: LEGACY HOLY AVENGER

	Personal Costs			
Wielder Level	Attack Penalty	Save Penalty	Hit Point Loss	Abilities
5th	—	—	—	Area *dispel magic* 1/day
6th	—	—	4	—
7th	—	—	—	—
8th	—	–1	—	*+2 cold iron longsword*
9th	–1	—	2	—
10th	—	—	—	Area *greater dispel magic* 3/day
11th	—	—	—	—
12th	—	—	2	*+3 cold iron longsword*
13th	–2	—	—	—
14th	—	—	—	*+4 cold iron longsword*
15th	—	—	2	Spell resistance
16th	—	–2	—	*Break enchantment*
17th	—	—	—	*+4 holy cold iron longsword*
18th	—	–3	2	*Heal* self
19th	—	—	2	Area *greater dispel magic* at will
20th	—	—	2	*+5 holy cold iron longsword*

out" with one or more extra related abilities. Other items, though, just aren't suitable for such conversions; examples are those with only one, albeit extremely costly, ability (such as a *greater Quicken metamagic rod*) or single-use items.

Even if a legacy item starts out as a standard magic item, you should take the time to come up with a unique history and legacy rituals for it. Doing this not only adds verisimilitude to your campaign, but also avoids conveying the impression that somewhere there is a "legacy item factory" churning out copy after copy of *legacy vorpal swords* or *legacy rings of elemental command*. Don't just call that sword a *legacy holy avenger*—it sounds much more impressive to PCs who learn of it as *Brightbiter*, the holy blade of the pious knight Sir Treven of Carcia.



The holy avenger and the staff of power can reveal their abilities gradually as items of legacy

SAMPLE ITEM CONVERSIONS

Two standard magic items—the *holy avenger* sword and the *staff of power*—are given abbreviated legacy item write-ups below, as examples to get you started. These abbreviated write-ups do not include histories, legacy rituals, or adventure seeds, and unless otherwise specifically stated, assume that any ability listed on the item chart functions identically to the same ability as described in the *Dungeon Master's Guide*.

LEGACY HOLY AVENGER

The *legacy holy avenger* is a dedicated to the powers of goodness and order. It appears to be a typical *+1 cold iron longsword*, but in the hands of a bonded wielder, the blade acts as a channel for her faith and piety. As she advances in level, the blade confers on her the power to shatter wicked enchantments and scourge her foes with holy energy.

Nonlegacy Game Statistics: *+1 cold iron longsword*; Cost 4,330 gp.

Legacy Rituals

Three rituals are required to unlock all the abilities of the *legacy holy avenger*.

Least Legacy Ritual Cost: 2,500 gp.
Lesser Legacy Ritual Cost: 12,500 gp.
Greater Legacy Ritual Cost: 40,500 gp.

WIELDER REQUIREMENTS

Base attack bonus +4
Paladin level 1st

Weapon Features

All the following are legacy item features of the *legacy holy avenger*.

Area Dispel (Sp): At 5th level, you gain the ability to use *dispel magic* as the spell once per day. Only the area dispel is possible, not the targeted dispel or counterspell version of *dispel magic*. The caster level is equal to your paladin level.

At 10th level, you can instead use area *greater dispel magic* three times per day. At 18th level, you can use this ability once per round at will.

Spell Resistance (Su): At 15th level, you gain spell resistance equal to 5 + your paladin level.

Break Enchantment (Sp): On reaching 16th level, you can use *break enchantment* as the spell once per day to remove harmful enchantments, transmutations, or curses from a single creature. You must touch the sword to the target to create this effect (a standard action). Caster level 10th.

Heal Self (Sp): At 18th level, once per day as a standard action, you can use *heal* on yourself when holding, wearing, or wielding the sword. Caster level 15th.

LEGACY STAFF OF POWER

The *legacy staff of power* begins as a standard magic quarterstaff, but as its wielder increases his knowledge of the arcane mysteries, tremendous vistas of magic open up to him, unlocking the staff's true power.

Unlike a typical magic staff, the *legacy staff of power* does not use charges.

Illus. by J. Nelson

TABLE 5–2: LEGACY STAFF OF POWER

	Personal Costs			
Wielder Level	Save Penalty	Caster Level Penalty	Spell Slot Loss	Abilities
5th	—	—	—	*Magic missile* 3/day
6th	–1	—	1st	Luck bonus +1
7th	—	–1	—	Heightened *ray of enfeeblement* 3/day
8th	—	—	2nd	*Continual flame* 3/day
9th	—	—	—	*Levitate* 3/day
10th	—	—	3rd	Masterwork/+2 *quarterstaff*
11th	—	—	—	Smite 3/day
12th	—	—	4th	—
13th	—	–2	—	Heightened *lightning bolt* 2/day
14th	—	—	5th	—
15th	–2	—	—	Heightened *fireball* 2/day
16th	—	—	6th	Luck bonus +2
17th	—	—	—	*Globe of invulnerability* 1/day
18th	—	—	7th	*Cone of cold* 1/day
19th	—	—	—	*Hold monster* 1/day
20th	—	—	8th	*Wall of force* 1/day

Nonlegacy Game Statistics: Masterwork/+1 *quarterstaff*; Cost 2,600 gp.

Legacy Rituals

Three rituals are required to unlock all the abilities of the *legacy staff of power.*

Least Legacy Ritual Cost: 4,000 gp.
Lesser Legacy Ritual Cost: 13,500 gp.
Greater Legacy Ritual Cost: 43,000 gp.

WIELDER REQUIREMENTS

Ability to cast 2nd-level arcane spells
Knowledge (arcana) 4 ranks

Weapon Features

All of the following are legacy item features of the *legacy staff of power.* The staff's caster level equals your caster level for all effects.

Magic Missile (Sp): At 5th level, you can use *magic missile* as the spell three times per day.

Luck Bonus: On reaching 6th level, you gain a +1 luck bonus on saves and to Armor Class. At 16th level, this bonus improves to +2.

Ray of Enfeeblement (Sp): At 7th level, you can use *ray of enfeeblement* as the spell (heightened to 5th level) three times per day.

Continual Flame (Sp): At 8th level, you can use *continual flame* as the spell three times per day.

Levitate (Sp): On reaching 9th level, you can use *levitate* as the spell three times per day.

Smite (Su): Beginning at 11th level, you can choose as a free action to deal double damage (triple damage on a critical hit) on a successful melee attack with the *legacy staff of power.* This effect lasts for 1 round. You can use this ability three times per day.

Lightning Bolt (Sp): At 13th level, you can use *lightning bolt* as the spell (heightened to 5th level) two times per day.

Fireball (Sp): At 15th level, you can use *fireball* as the spell (heightened to 5th level) two times per day.

Globe of Invulnerability (Sp): At 17th level, you can use *globe of invulnerability* as the spell once per day.

Cone of Cold (Sp): At 18th level, you can use *cone of cold* as the spell once per day.

Hold Monster (Sp): At 19th level, you can use *hold monster* as the spell once per day.

Wall of Force (Sp): At 20th level, you can use *wall of force* as the spell once per day, but only to create a 10-foot-diameter hemisphere around yourself.

EPIC LEGACIES

None of the legacy items described in Chapter 3 describe legacy abilities for a wielder beyond 20th level, the normal maximum. If your campaign includes epic-level characters—those who have attained 21st level or higher, as described on page 206 of the *Dungeon Master's Guide*—you have two options should you wish to allow items that manifest additional legacy abilities at epic levels.

1. Design epic legacy rituals and assign epic legacy abilities according to the following rules, as appropriate for the item. The wielder must learn the additional history of the legacy item and perform the epic rituals to unlock its epic abilities.

2. Allow the wielder's player to design epic legacy ritual(s) and choose epic legacy abilities for the item, much like founding a new legacy (see Chapter 4: Founding Legacies). In this case, the wielder is imbuing the item with new abilities that were not within its reach before.

Regardless of which option you choose, you can rule that an epic founding event (see below) is also required.

In both methods, each new epic legacy ability requires an epic-level wielder to perform a new epic legacy ritual and select the Epic Legacy feat for that item. This is an important difference from the nonepic legacy rituals: The epic legacy ritual does *not* grant Epic Legacy as a bonus feat.

EPIC LEGACY RITUALS

Unlocking the epic legacy abilities of an item works much the same as unlocking nonepic legacy abilities. You must make a Knowledge (history) check to learn the particulars of the epic legacy ritual; the check DC is equal to twice the character level needed to gain the ability (DC 42 at 21st level, DC 48 at 24th level, and so forth). See the sample epic legacy weapon on page 221 for an example of an epic legacy ritual.

You must pay a cost for the raw materials of the ritual: 150,000 gp for a Menu Y legacy ability or 500,000 gp for a Menu Z legacy ability. (See the epic legacy ability menus below.)

Once you have learned and completed the ritual, you might select Epic Legacy at the next opportunity to take an epic feat. (The ritual does not grant it as a bonus feat.)

Unlike nonepic legacy rituals, each new epic legacy ability requires you to perform a new legacy ritual. You can do this no more often than once per three levels, as shown in Table 5–3: Designing an Epic Legacy Item.

Epic Founding Events and Rituals

Even for items with an existing legacy, it might be appropriate to require an additional founding event that propels the item into the realm of epic power.

Founding events are described in detail in Chapter 4: Founding Legacies. An epic founding event follows the same guidelines but must be even more amazing. The DM has the ultimate say in whether a founding event is sufficiently momentous to unlock epic legacy abilities.

Like its nonepic equivalents, an epic founding ritual is specific and appropriate to a particular item of legacy, and encapsulates the founding event in a ritualized manner.

ASSIGNING EPIC LEGACY ABILITIES AND COSTS

Epic legacy items do not bestow new abilities at the same rate they did at lower character levels. If they did, such items would quickly exhaust the available epic legacy options, making all of them appear very similar.

Instead, an epic legacy item's wielder can unlock a new epic legacy ability at 21st level, and every three levels thereafter (performing the required ritual and selecting the Epic Legacy feat each time). Even though Table 5–3: Designing an Epic Legacy Item details this progression for only levels 21 through 30, it continues at the same rate infinitely.

This chapter presents two epic legacy ability menus, which provide examples of the power level of such abilities. These menus can't begin to cover all the fantastic possibilities available to an epic legacy item. Feel free to create additional abilities as you see fit, using the costs of the sample abilities in this chapter as a guide: Menu Y abilities have an average value of 300,000 gp, while Menu Z abilities have an average value of 1,000,000 gp.

Epic legacy items have standardized personal costs, as shown on the following table. At every level that does not allow a new legacy ability (and associated ritual), the wielder permanently loses 3 hp. This applies only if the wielder has unlocked that "tier" of legacy abilities by undergoing the requisite ritual and selecting the Epic Legacy feat. For example, if you attain 25th level but have unlocked only one epic legacy ability, you do

EPIC LEGACY [EPIC, LEGACY]

You unlock an epic ability of a specific item of legacy.

Prerequisites: Character level 21st, Least Legacy, Lesser Legacy, Greater Legacy, design (or learn) and perform the epic ritual associated with the chosen item.

Benefit: Choose one legacy item. You can make use of its epic legacy ability available to your character level.

Special: You can gain this feat multiple times. Each time you take the feat, you must perform the associated epic ritual. The ritual can be completed up to 30 days before or after you choose the feat.

Unlike nonepic legacy feats, Epic Legacy is not granted as a bonus feat on completion of an epic legacy ritual. It must be selected like any other feat.

not lose 3 hp, since you have not yet gained the use of a second ability. However, if you later unlock a second epic legacy ability, you immediately pay any personal costs not already assessed against you.

TABLE 5–3: DESIGNING AN EPIC LEGACY ITEM

Character Level	New Legacy Ability	Personal Cost
21st	First	—
22nd	—	3 hp
23rd	—	3 hp
24th	Second	—
25th	—	3 hp
26th	—	3 hp
27th	Third	—
28th	—	3 hp
29th	—	3 hp
30th	Fourth	—

EPIC LEGACY ABILITY MENUS

The menus of epic legacy abilities presented below provide examples of suitable abilities for epic legacy items. Follow the instructions presented earlier in this chapter to assign abilities.

Unless noted otherwise, you can select a specific menu choice only once.

Epic Legacy Ability Menu Y

The raw materials cost for a Menu Y legacy ritual is 150,000 gp.

Menu Y abilities have a caster level of 25th.

Armor or Shield Enhancement, Epic (Su): The enhancement bonus of a suit of armor or a shield increases to +6. This ability can be placed only on a suit of armor or a shield.

You can select this option multiple times. Each time you do so, your armor or shield's effective enhancement bonus to AC increases by 1. You cannot increase the armor or shield's effective enhancement bonus beyond +20 (but see Epic Armor or Shield Enhancement in Menu Z).

Constant Companion, Epic (Su): This ability works the same as greater constant companion (see page 203), except that the creature you summon comes from the 7th-level list of the summoning spell you use.

Energy Immunity (Su): The item grants you immunity to one type of energy—acid, cold, electricity, fire, or sonic. Choose the specific type of energy when assigning this ability to the item.

You can select this option multiple times. Each time you do so, it applies to a different type of energy.

Resistance, Epic (Su): The item grants you a +6 resistance bonus on all saving throws. You can select this option multiple times. Each time you do so, the resistance bonus increases by 2, to a maximum bonus of +10.

Quicken Power, Greater (Su): As the quicken power ability (page 204), except that you can manifest up to nine psionic powers per day of up to 9th level that are quickened as though using the Quicken Power metapsionic feat.

Quicken Spell, Greater (Su): As the quicken spell ability (page 204), except that you can cast up to nine spells per day of up to 9th level that are quickened as though using the Quicken Spell metamagic feat.

Spell-Like Ability, 9th: Three times per day on command, you can create an effect that duplicates a chosen 9th-level spell. Choose the specific spell when assigning this ability to the item. The save DC (if applicable) is 23, or 19 + your Charisma modifier, whichever is higher.

Wizardry, Epic (Su): While you are holding, wearing, or wielding the item, you can prepare or cast double your normal number of 5th-level arcane spells per day, as though wearing an *epic ring of wizardry V* (see page 134 of the *Epic Level Handbook*).

You can select this option multiple times. Each time you do so, another level of spells is doubled (6th-level the second time, 7th-level the third time, and so on), up to a maximum of 9th-level spells.

Epic Legacy Ability Menu Z

Unlike nonepic ability menus, a choice from this menu doesn't cost extra ability slots from a lower menu—the associated legacy ritual simply costs more. The raw materials cost for a Menu Z legacy ritual is 500,000 gp.

Menu Z abilities have a caster level of 30th.

Ability Enhancement, Epic (Su): The item grants a +8 enhancement bonus to one ability score. Choose the specific ability score when assigning this ability to the item—Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma. You can select this option multiple times. Each time you do so, the enhancement bonus increases by 2.

Armor or Shield Enhancement, Epic (Su): The effective enhancement bonus of a suit of armor or a shield increases by 2, with no maximum effective enhancement bonus. This ability can be placed only on a suit of armor or a shield.

You can select this option multiple times. Each time you do so, your armor or shield's effective enhancement bonus to AC increases by 2.

Deflection, Epic: The deflection bonus to AC granted by the item increases to +6. This ability can never be placed on a suit of armor or a shield.

You can select this option multiple times. Each time you do so, the deflection bonus increases by 2 (maximum +10).

Skill Enhancement, Epic (Su): The item grants you a +30 competence bonus on one skill check. Choose the specific skill when assigning this ability to the item.

You can select this option multiple times. Each time you do so, it applies to a different skill.

Spell-Like Ability, Epic: Three times per day on command, you can create an effect that duplicates a chosen spell with an effective level of 15th or less (such as an empowered, quickened *meteor swarm*). Choose the specific spell and metamagic feats when assigning this ability to the item. The save DC (if applicable) is 23, or 19 + your Charisma modifier, whichever is higher.

Weapon Enhancement, Epic (Su): The enhancement bonus of a weapon increases to +6. This ability can be placed only on a weapon.

You can select this option multiple times. Each time you do so, your weapon's effective enhancement bonus to AC increases by 2, with no maximum effective enhancement bonus.

EXAMPLE EPIC LEGACY WEAPON: BLOODCRIER'S HAMMER

Bloodcrier's Hammer is an enormous warhammer forged entirely from black iron. A grinning skull is etched into the surface of the hammer's head.

The nonepic legacy abilities of *Bloodcrier's Hammer*, and the rituals necessary to unlock those abilities, are described starting on page 29. The following epic history, ritual, and abilities continue the weapon's legend.

History

The dwarves of Rivencave were under attack by a great black wyrm that threatened to exterminate them all. In this time of greatest need, they called back from the dead their ancient folk-hero, Bhazad Khrar, to aid his descendants one more time. As the legends promised, Bhazad appeared with his legendary weapon, *Bloodcrier's Hammer*, in hand. In a battle lasting three full days that ranged over miles of Underdark caves and tunnels, he finally proved victorious over the black dragon, burying it forever in a tomb of solid stone. Bhazad faded away, this time forever. His warhammer disappeared as well, maybe for all time (though some whisper it is entombed along with the wyrm). **(DC 42; Trial of the Wyrm)**

Legacy Rituals

Four rituals are required to unlock all the epic legacy abilities of *Bloodcrier's Hammer*. The first is detailed here.

Trial of the Wyrm: You must defeat a great wyrm black dragon in personal combat. *Cost:* 150,000 gp. After completing this ritual, you must choose the Epic Legacy (*Bloodcrier's Hammer*) feat.

If you wish to unlock further epic legacy abilities for *Bloodcrier's Hammer*, you must design or discover additional epic legacy rituals. In the epic progression shown below, the next two epic legacy rituals cost 150,000 gp in raw materials, while the fourth costs 500,000 gp.

TABLE 5–4: EPIC BLOODCRIER'S HAMMER

Wielder Level	Hit Point Loss	Abilities
21st	—	Immunity to acid
22nd	3	—
23rd	3	—
24th	—	Obsidian ally
25th	3	—
26th	3	—
27th	—	*Earthquake 3/day*
28th	3	—
29th	3	—
30th	—	Large +6 *warhammer*

Weapon Features

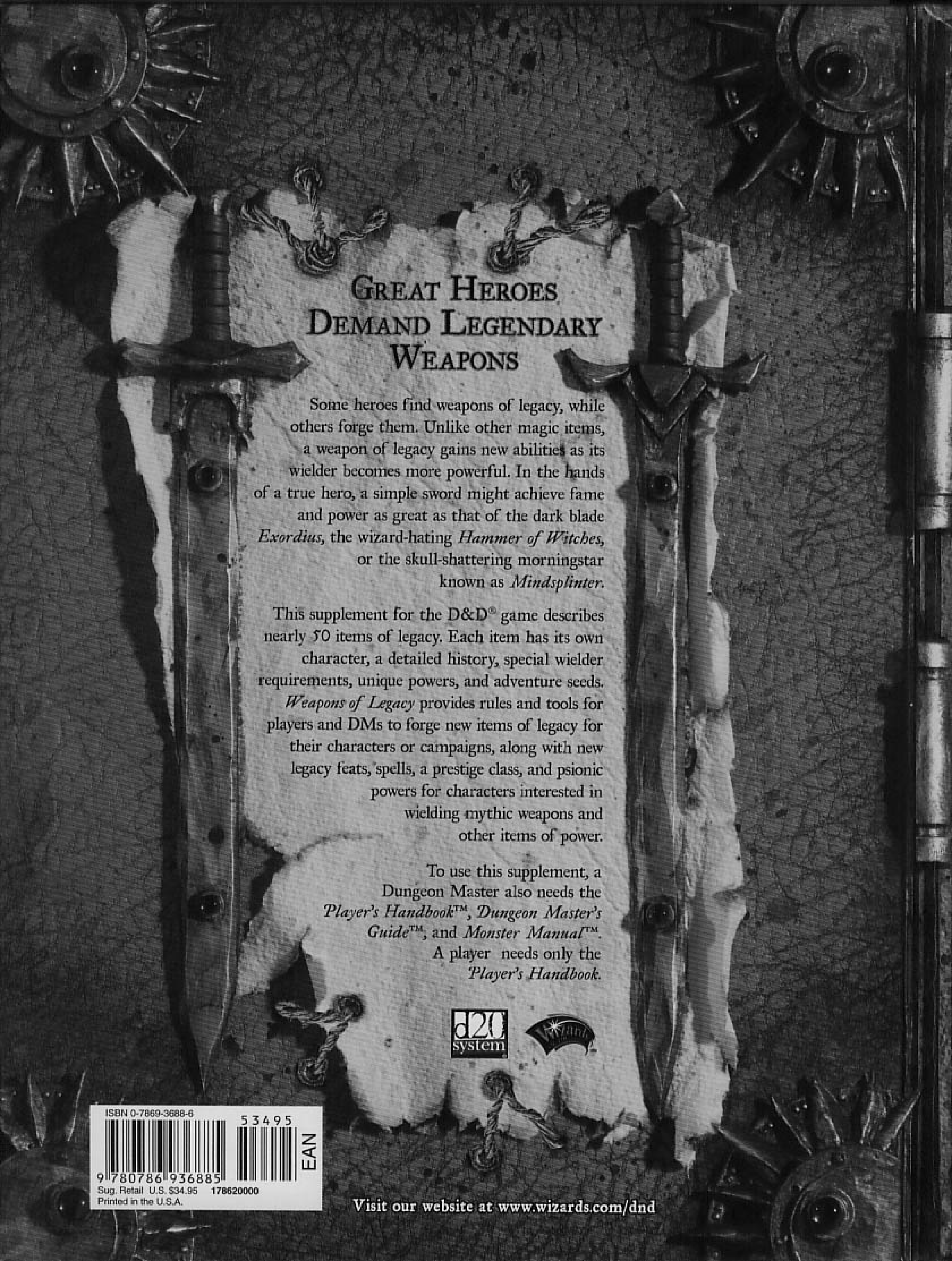
All the following are epic legacy item features of *Bloodcrier's Hammer*.

Immunity to Acid (Su): Beginning at 21st level, *Bloodcrier's Hammer* grants you immunity to acid.

Obsidian Ally (Su): At 24th level, while you are wielding *Bloodcrier's Hammer*, you can use a swift action to summon a greater earth elemental (as *summon nature's ally VII*) named Obsidian.

Obsidian attacks your foes and serves you to the best of its ability. If you can communicate with the elemental, you can direct it not to attack, to attack particular enemies, or to perform other actions. It remains with you unless dismissed (a standard action) or killed. If Obsidian is slain, it can be summoned again after 24 hours, fully healed.

Earthquake (Sp): Beginning at 27th level, three times per day you can strike the earth with *Bloodcrier's Hammer* and speak a command word to create a widened *earthquake* effect as the spell. Caster level 25th.



GREAT HEROES DEMAND LEGENDARY WEAPONS

Some heroes find weapons of legacy, while others forge them. Unlike other magic items, a weapon of legacy gains new abilities as its wielder becomes more powerful. In the hands of a true hero, a simple sword might achieve fame and power as great as that of the dark blade *Exordius,* the wizard-hating *Hammer of Witches,* or the skull-shattering morningstar known as *Mindsplinter.*

This supplement for the D&D® game describes nearly 50 items of legacy. Each item has its own character, a detailed history, special wielder requirements, unique powers, and adventure seeds. *Weapons of Legacy* provides rules and tools for players and DMs to forge new items of legacy for their characters or campaigns, along with new legacy feats, spells, a prestige class, and psionic powers for characters interested in wielding mythic weapons and other items of power.

To use this supplement, a Dungeon Master also needs the *Player's Handbook™*, *Dungeon Master's Guide™*, and *Monster Manual™*. A player needs only the *Player's Handbook.*

ISBN 0-7869-3688-6
53495
EAN
9 780786 936885
Sug. Retail U.S. $34.95 178620000
Printed in the U.S.A.

Visit our website at www.wizards.com/dnd